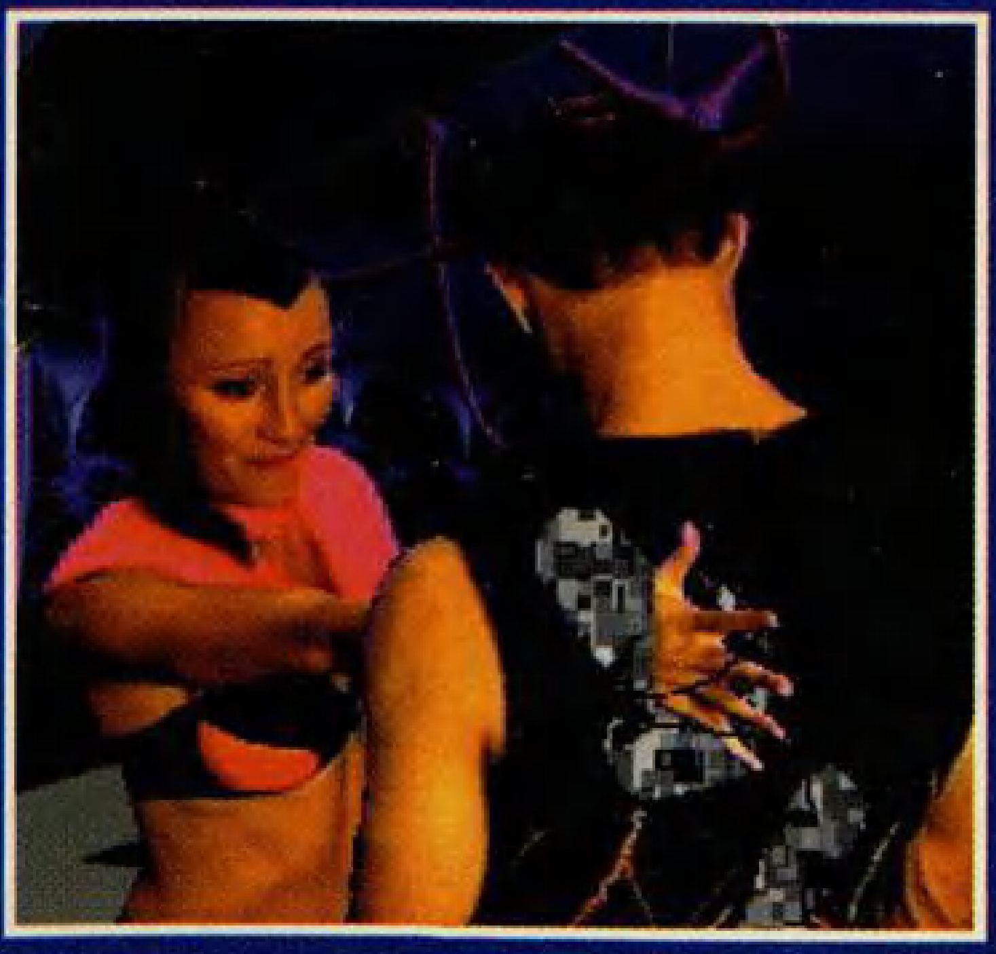
NOV/DEC 1994 • ISSUE 2 • $3.95

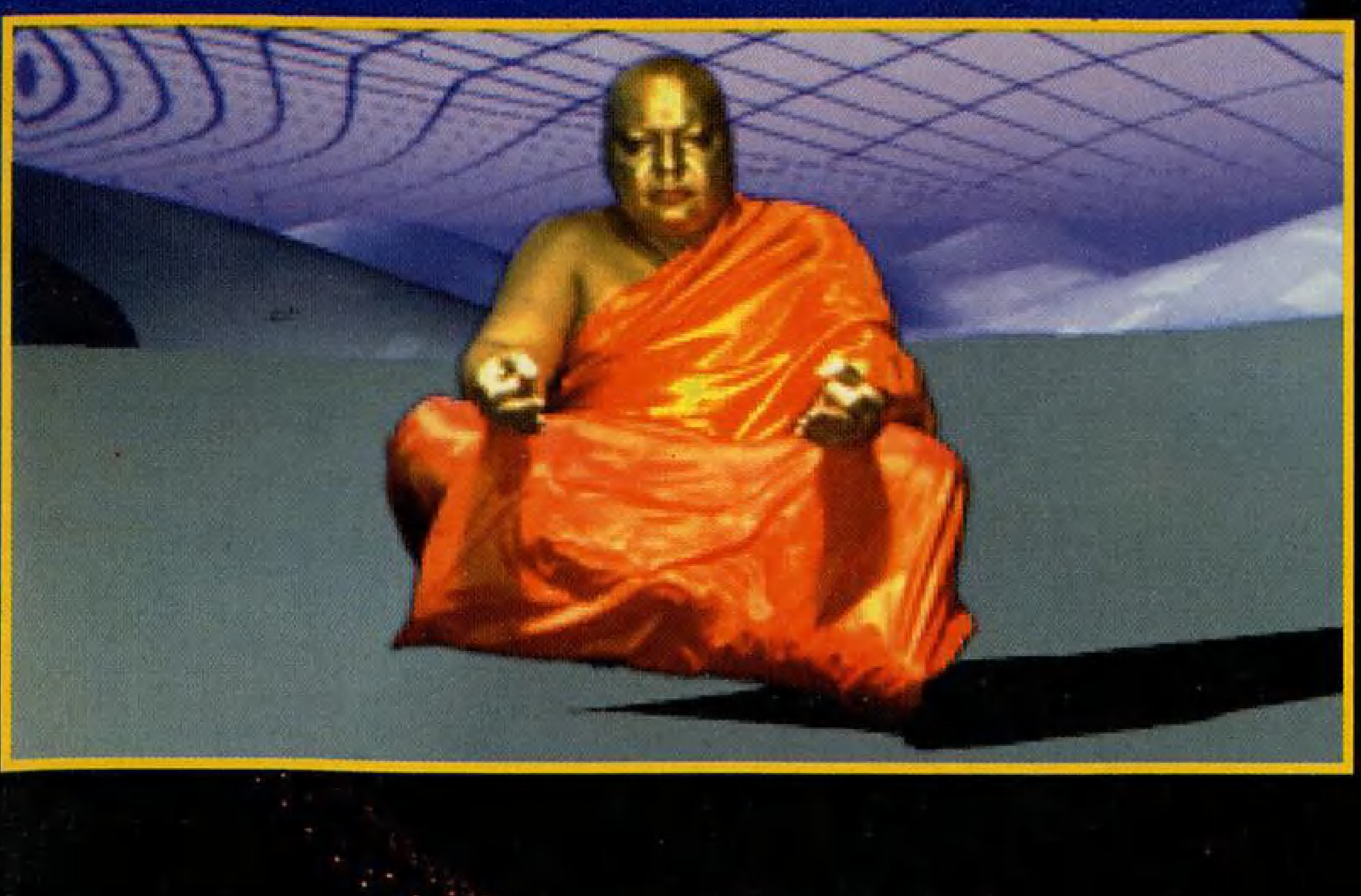
Films • Music • Games • Video CD • Kids

CDi

BURN:CYCLE THE ULTIMATE CDi GAME?

You'll kill to get hold of this one!





NEW RELEASES

- CHAOS CONTROL
- THE APPRENTICE
- MAD DOG McCREE
- DRAGON'S LAIR II

CD-i

Slash Durum
L.A. Free Radicals

IT'S NOT WHETHER YOU WIN OR LOSE. IT'S HOW MANY OF THESE ARROGANT BASTARDS YOU TAKE DOWN WITH YOU.

Say hi to L.Wolf Jam, master of ceremonies. In killer full-screen animation, he introduces you to the pompous bosses of 10 different enemy teams. They issue you a challenge and you accept. Or run like hell.

MON STONE
x3
RIFF

It's your team of three genetically gifted humans against the rest of the inhuman race. Relax, your teammates are awesome street fighters and for weapons use all the steel pipes and severed body parts they can get their hands on.

Meet Tina Felina, boss woman of the Animorpha Roma team. Like the other team bosses, she'll badger, heckle, mock you and spew out a bunch of other snide challenges. Do us a favor. Kick her ass.

MUTANT RAMPAGE
BODYSLAM

In Mutant Rampage: Body Slam, you'll clash with thugs of every conceivable size and ugliness. Because in the plague-ridden, post-apocalyptic year of 2068, they rule the rubble-strewn cities of Earth. And to make matters even worse, they talk trash. Guess you'll just have to waste them. Because there's only one thing that's more irritating than getting your face rearranged by a scum-sucking mutant who's bent on rampage. Listening to him rub it in afterward.

Magnavox 450 CD-i player just $299.99* includes 2 free titles.

PHILIPS MEDIA

Game requires optional Digital Video cartridge. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved.

inside all the latest news, reviews and scoops for CD INTERACTIVE

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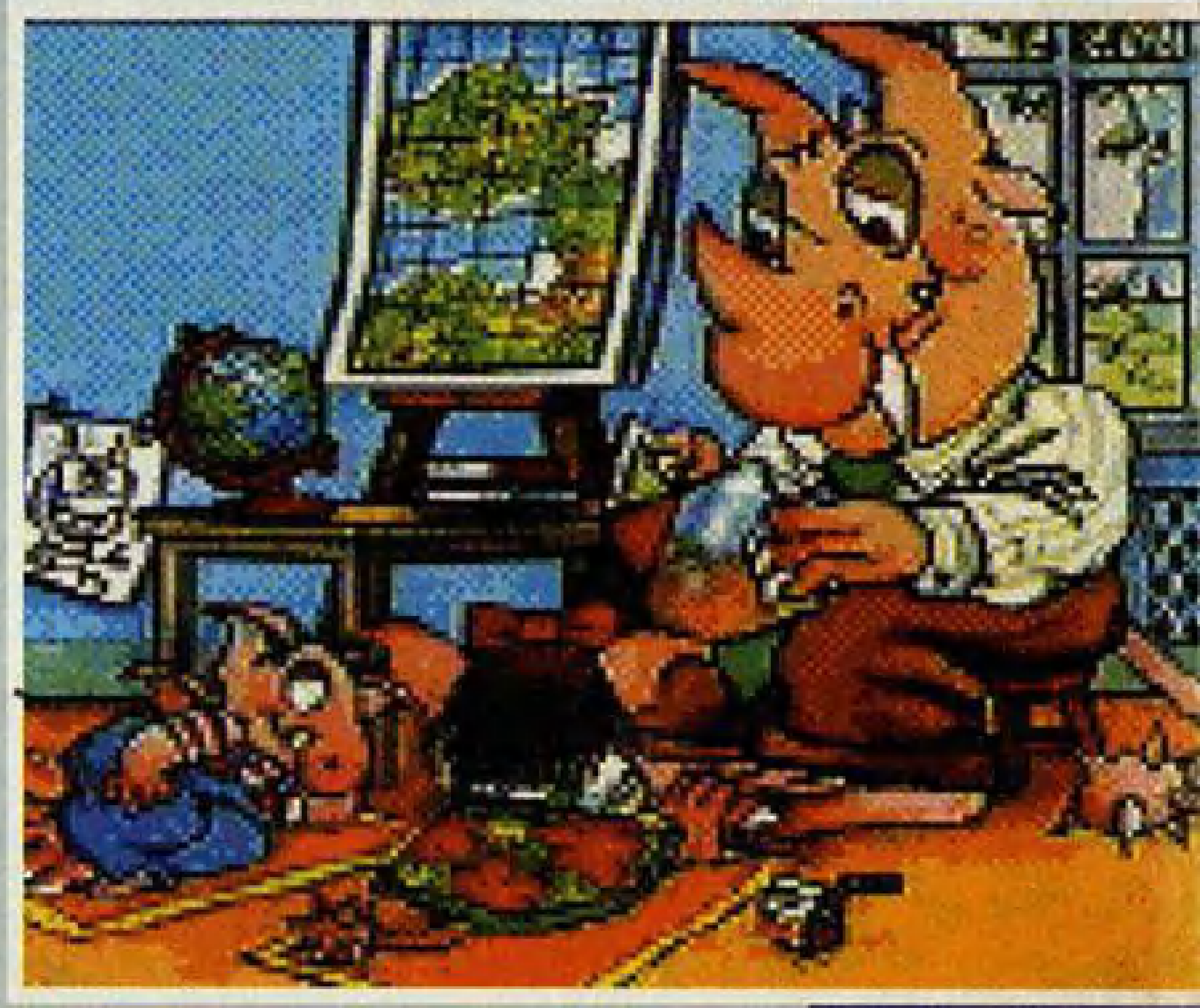
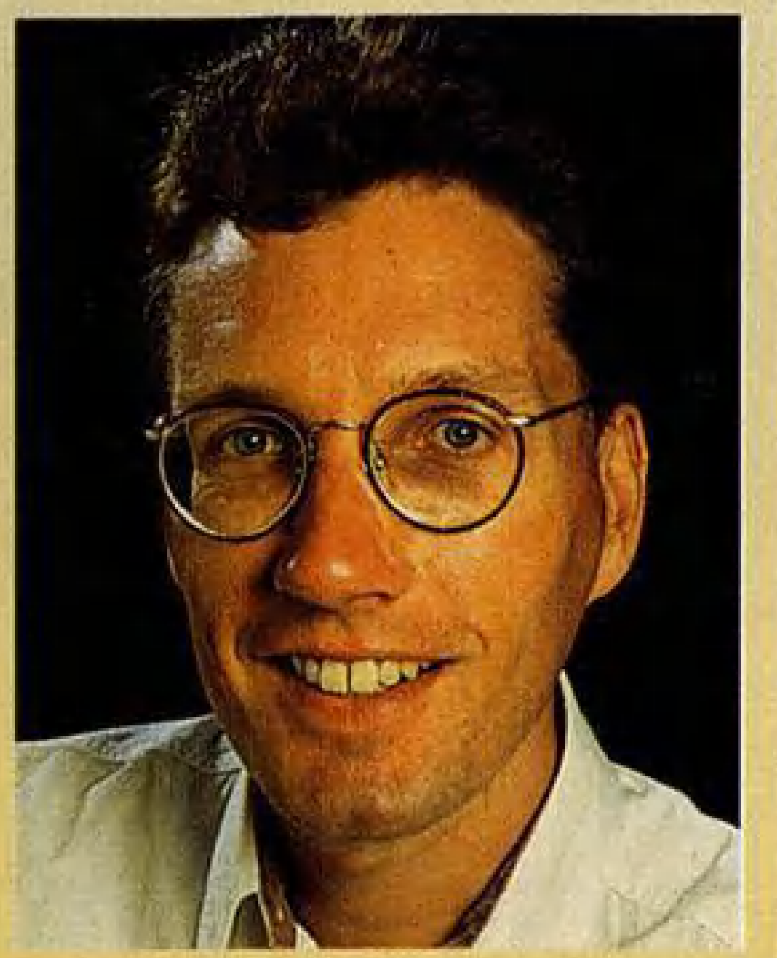


Join Little Monster At School for a fun day's learning on CDi



Critics of CDi have long held the belief that it would never make the grade as a games system. Video CD is all well and good, and may be fine for movies or music videos on compact disc, but CDi simply couldn't provide fun, action-packed games, they said.

In this issue, we prove how wrong they are. Burn:Cycle is a new genre of electronic gaming that will appeal to a far wider audience than the traditional beat-'em-up or shoot-'em-up. It has bags of style, terrific dialogue, a thrilling plot and enough atmosphere to last a lifetime. Better still, it is a base case title and does not require the optional Digital Video cartridge. If this title doesn't knock the cynics dead, nothing will.

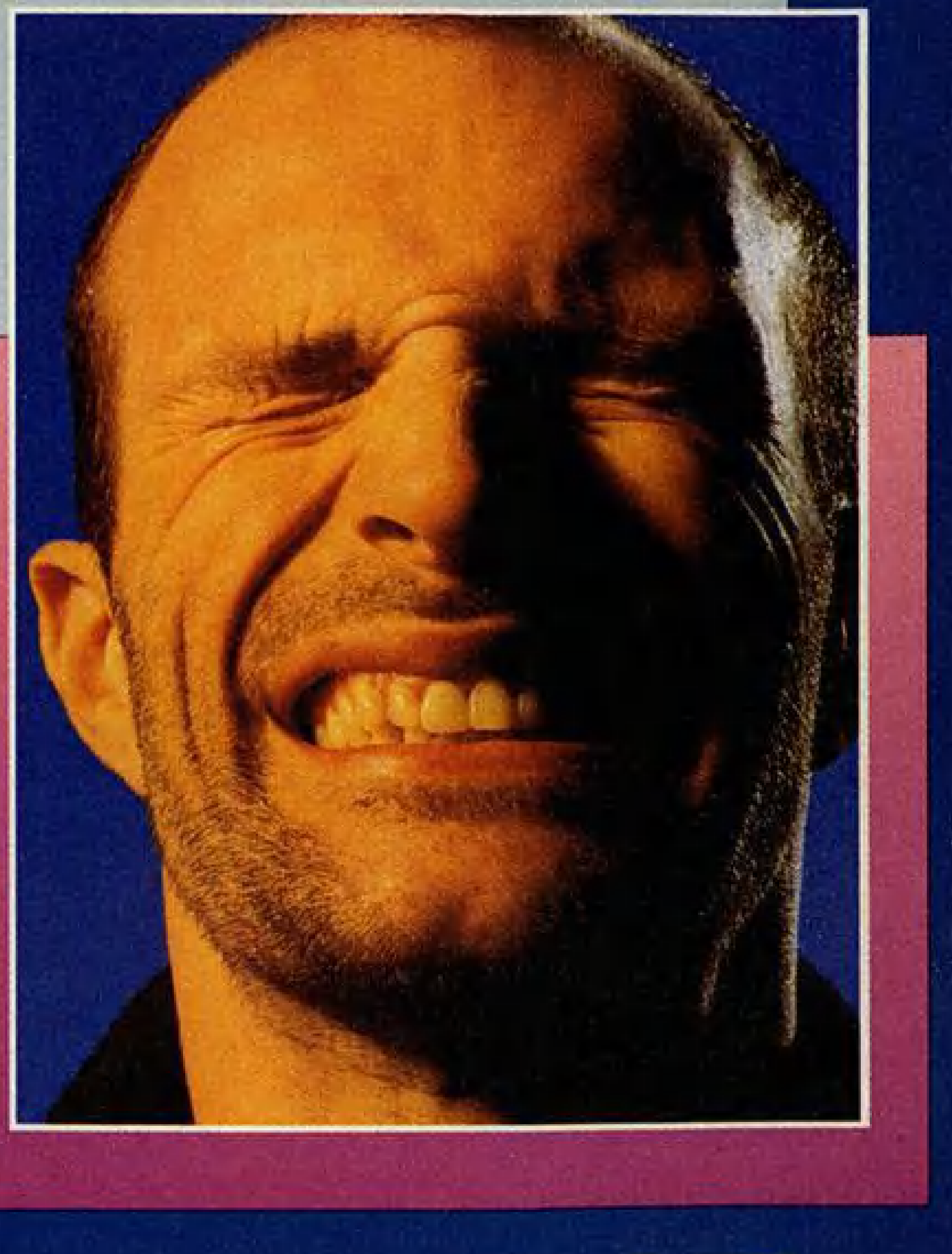
But Burn:Cycle is not the only great game coming out on CDi. Take a look at some of the other previews in this issue: Chaos Control, Clue, Mad Dog McCree and Flashback are all terrific-looking games. No other system can offer the quality of graphics that CDi does, and now we are getting some excellent gameplay as well. Those who said MPEG video would only bring flashy graphics to cover up the boring gameplay should take a closer look at some of the newest titles being developed for CDi.

Lost Eden, Heart of Darkness and Creature Shock from Virgin Interactive Entertainment will be available on CDi next year. And Rise Of The Robots from Mirage Technologies is also in development.

What more could we ask for?

Andy Clough,
Editor

If you're still struggling through Space Ace, read the final part of our player's guide on pages 50-52



COVER
Designed by Ursula Morgan. Photograph of SOL CUTTER, star of Burn:Cycle, the latest CDi game developed by TripMedia

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RISE OF THE ROBOTS

Rise of the Robots, the outstanding new beat-'em-up from Mirage, will make its debut on CDi next year.

Philips has licenced worldwide publishing rights for the game on CDi from Mirage Technologies (Multimedia).

"We are delighted that Mirage, one of the true innovators in CD games development, has decided to develop Rise of the Robots for the CDi format," says David McElhatten, president, Philips Media Games. "The advanced functionality of CDi will add an increased sense of reality to what is already an incredible title."

Rise of the Robots is the ultimate combat game - created using bespoke 3D modelling software that produces high quality ray traced graphic images. The CDi version of the game is being developed by Mirage's in-house programming team, Instinct Design. The team, which is headed up by former Bitmap Brother Sean Griffiths, was formed in 1992 with a brief to develop high quality titles that stretch the technical capabilities of the new CD-ROM based machines.

"It's not a conventional beat 'em up," says Griffiths. "We're using robots that fight and act unusually, with a very high level of artificial intelligence that has never been seen before."

The game is set in Metropolis 4, a city of the future run almost entirely by robots. The Electrocorp building is where all the miltary and industrial robots that drive the city are manufactured. But it all goes horribly wrong. The main robot in charge of production - the Supervisor - is affected by a severe ego virus and turns violent. So the company sends in a Cyborg to deal with the matter.

The Philips CDi version will play on all CDi players, but owners of the Digital Video cartridge will be able to access an enhanced version on the same disc. The DV version will include enhanced gameplay, additional cinematic sequences and also information on the making of the title. "Not only is Rise of the Robots the flagship of the Mirage portfolio, but we also believe it will be a benchmark for games of this type in the future," says Peter Jones, Mirage's managing director.

VIRGIN TIT

Lost Eden and Heart of Darkness are to be developed for CDi by Virgin Interactive Entertainment.

Virgin has already announced it will develop Creature Shock, a space alien shoot-'em-up created by Argonaut Software, for CDi as part of a three-game deal. Lost Eden, from French development team Cryo, and Heart of Darkness, from Amazing Studio, will complete the hat-trick.

Lost Eden is set in a fantasy past where walking, talking dinosaurs and Homo Sapiens live together.

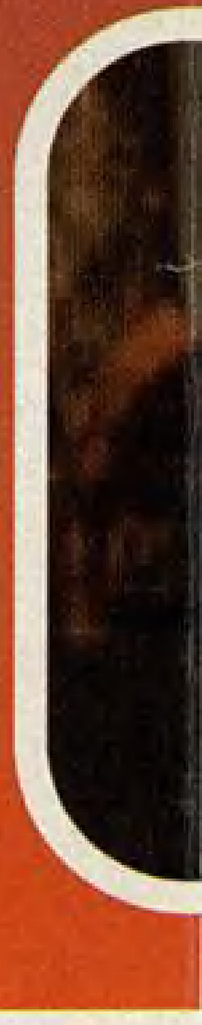
The docile herbivores are dominated by man who wages war against the ever-hungry carnivores led by a terrifying Tyrannosaurus Rex.

The player is Adam, in search of a resolution to the never-ending battles. The solution lies in building huge citadels to fend off carnivore attacks, but the knowledge of how to build these constructions is now lost.

If Adam is to suppress the T-Rex and its army, he must rediscover the wisdom of the citadels and then rebuild them.

Details of Heart of Darkness remain sketchy, but it promises to be a huge CD title for 1995. Programmer on the project is Eric Chahi, who is famous for Another World.

All three titles are due for release during 1995.



MOVIE NEWS

Philips has signed a deal with Orion Home Video films to distribute its titles on CDi.

The Orion catalogue includes some of Hollywood's greatest hits. Under the agreement, Philips will be able to select from blockbusters such as Silence of the Lambs, Dances with Wolves, RoboCop, Mermaids and Bill and Ted's

TLES

CLUE GETS READY FOR ACTION

British software company 3T Productions has just completed work on its CDi version of Clue, the classic murder mystery game from Parker Brothers. Work began on the title last year and it is now due for release in time for Christmas.

Filming of the Digital Video sequences took place at Arley Hall in Knutsford, Cheshire, England with a cast including Joan Sims as Mrs White and John Standing as Colonel Mustard.

Players can witness flashback scenes in any of the rooms, ask characters for statements or alibis, and even examine evidence in order to gather clues. Live actors will move across the screen on a three-dimensional set.

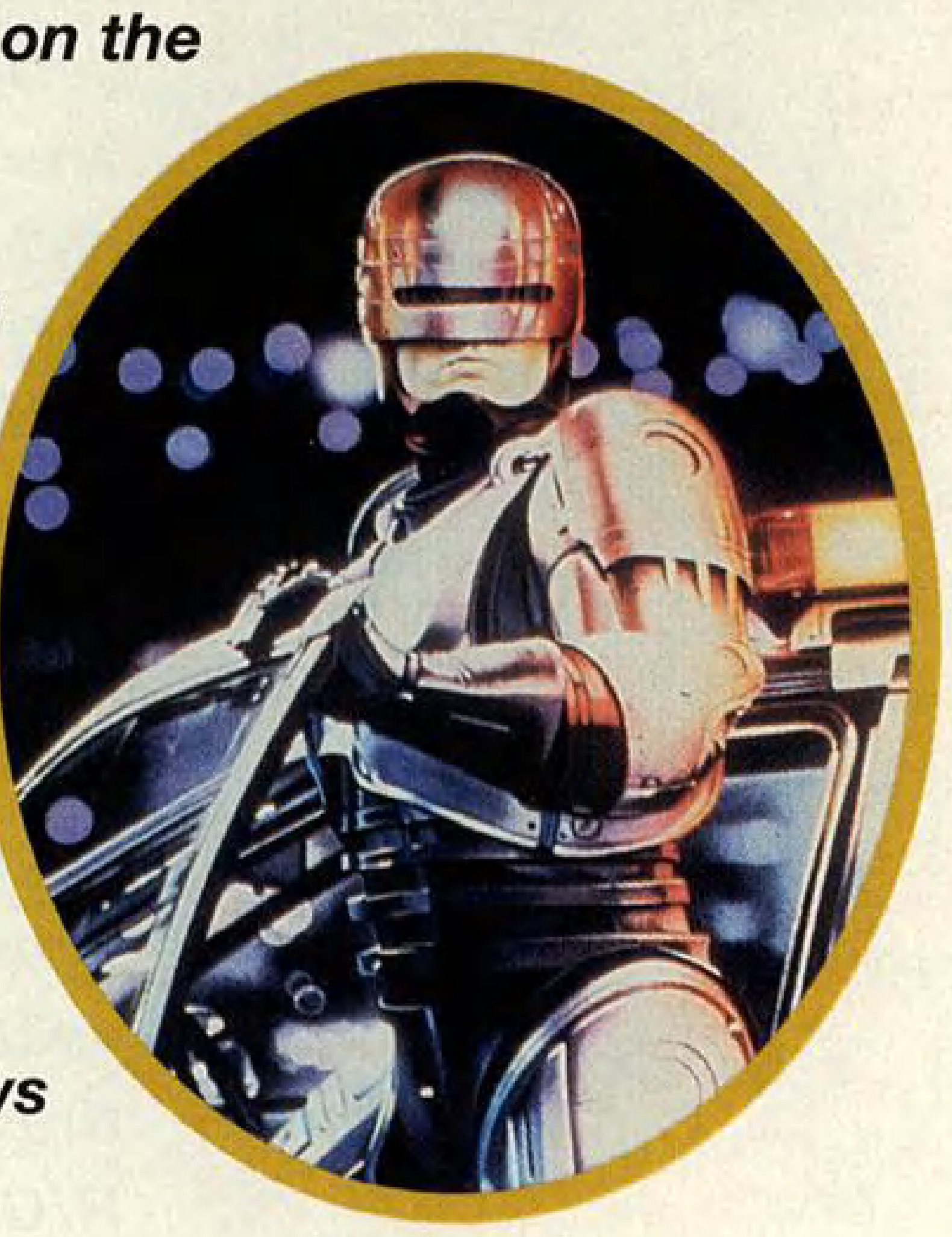
The game contains three different plots and within each plot there are four different outcomes. 3T Productions may release a second disc of the game next year.

See our preview on page 34.

Bogus Journey. Silence Of The Lambs has already been released and Dances With Wolves, RoboCop and Bull Durham are due for release this month.

"We are extremely pleased to be able to distribute on Digital Video some of the exciting films Orion has produced," says Scott Marden, president and chief executive of Philips Media. "They form an impressive addition to our growing catalogue of DV titles on the five inch format."

The Orion agreement follows deals already signed with major Hollywood studios Paramount Pictures and MGM/UA. For news of the latest film releases on CDi, see our reviews on pages 30-33.



FLASHBACK SIGNED TO CDi

US Gold's top-selling adventure game Flashback is to be released on CDi next year. Philips Media has licenced exclusive worldwide distribution rights for the CDi version of the game from US Gold and Delphine Software International.

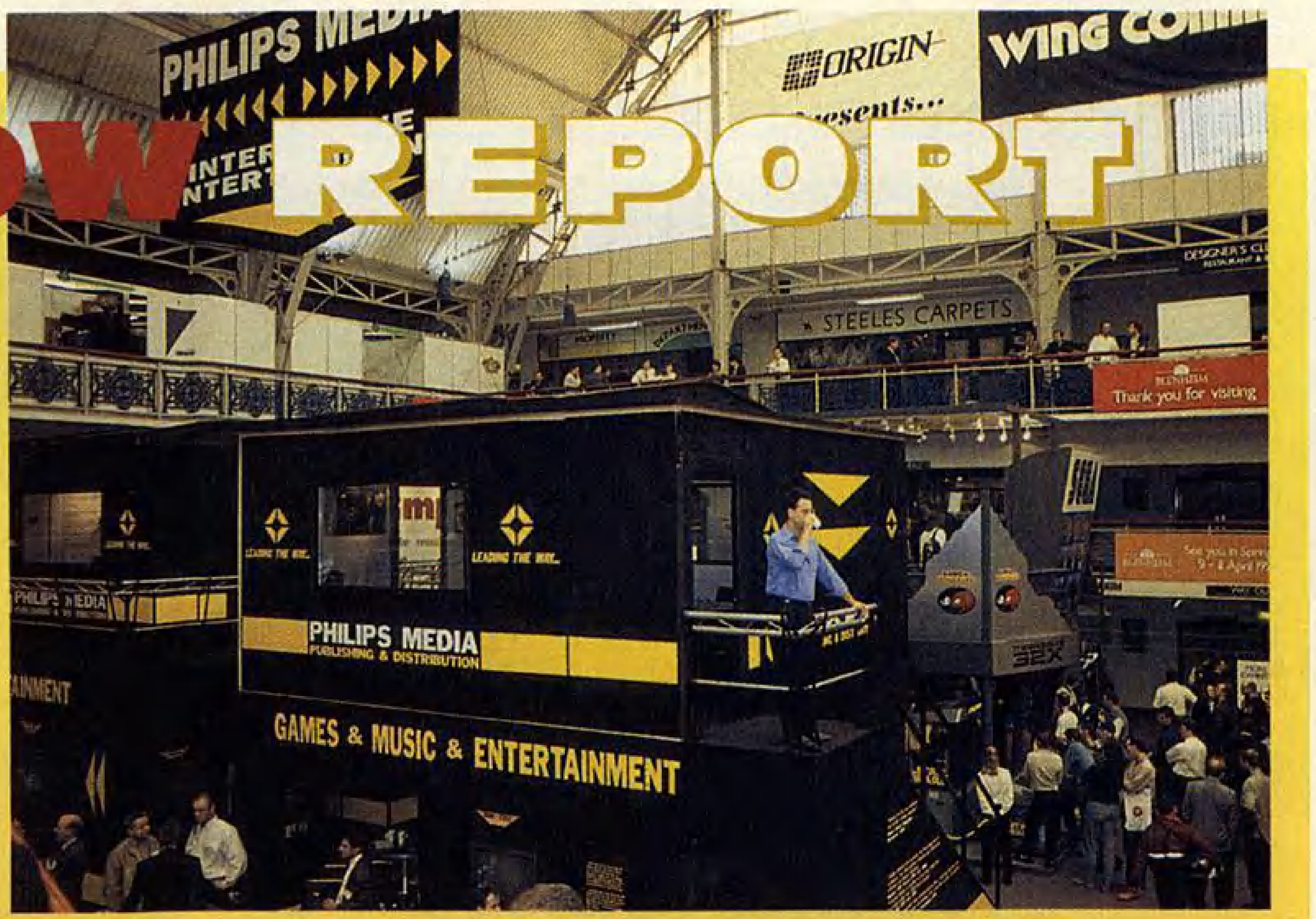
In Flashback, earth has been infiltrated by shape-shifting aliens bent on world conquest. Brilliant scientist and athlete Conrad Hart has uncovered the aliens' plot, but has lost his memory and must attempt to regain his identity before earth succumbs.

Many of the sequences in the game were shot on film using live actors. The scenes were then retouched using digital rotoscoping techniques.

"We are extremely pleased that US Gold has decided to develop Flashback for CDi," says David McElhatten, president of Philips Media Games. "The CDi version will have new, enhanced cinematic sequences and digital music to produce a true CD experience."

See our preview on page 28.

ECTS SHOW REPORT


PHILIPS MEDIA
ORIGIN presents...
WING CO
STEELES CARPETS
PHILIPS MEDIA PUBLISHING & DISTRIBUTION
GAMES & MUSIC & ENTERTAINMENT

ECTS: launchpad for a host of exciting new CDi games

Philips opened up a glimpse of the future at the European Computer Trade Show in London during September, displaying a rash of new titles that will lead the company's onslaught on the computer games market this fall and into 1995.

Talk of the town was **Burn:Cycle**, a Cyberpunk adventure from TripMedia which is getting rave reviews from the games press (and not just CDi Magazine). This state-of-the-art, base case title breaks new ground for CDi and looks set to be the shape of things to come (see our review on pages 8-11). It costs $59.98 and includes a free audio CD of the excellent soundtrack. Virgin Interactive Entertainment continues development of its three key titles for CDi: **Creature Shock, Lost Eden and Heart of Darkness**. Early work-in-progress on the games was on show at ECTS for the first time and looked quite stunning.

Creature Shock is a labyrinthine space-alien shoot-'em-up with high quality 3D graphics and fast action sequences.

It is being produced by Argonaut for VIE and will include Digital Video for the CDi version.

Lost Eden, which is being produced by Cryo for VIE, is an adventure/strategy game. In the game, dinosaurs have not disappeared from the Earth's surface. Moorkus Rex, the Tyrannosaur leader, wants to destroy the human race in order to reign over the whole planet.

Heart of Darkness is being produced by Amazing Studio, and programmed by Eric Chahi, for VIE. It will be published on CDi by Philips Media.

On show for the first time at ECTS was **Secret Mission**, a game of political intrigue and espionage. You play a secret agent who must accomplish two missions: first, discover his true identity and second, recover valuable documents which must be turned over to his nation's consul. This base-case title, being produced by Microids, is due out in 1995.

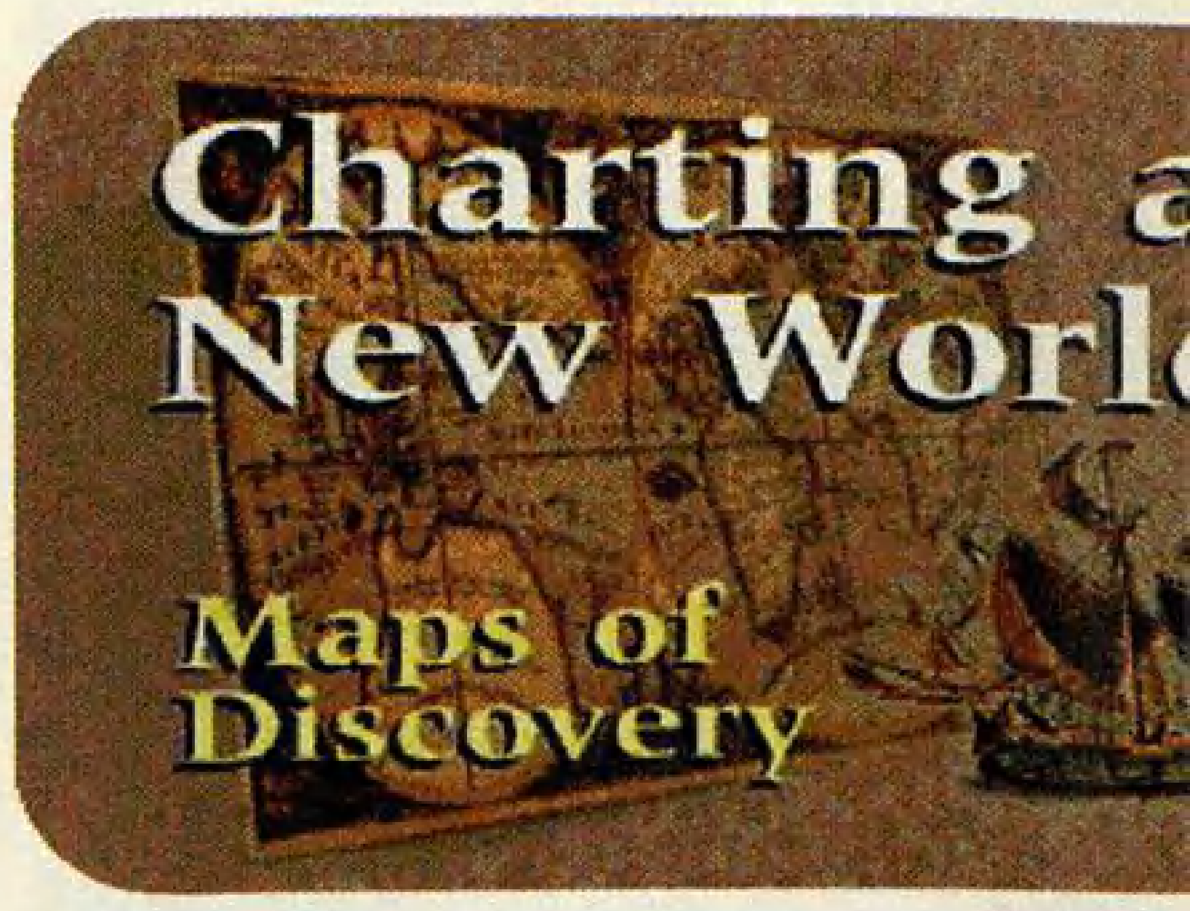
The much-vaunted **Rise of the Robots** from Mirage Technologies is still in development, but early work-in-progress gives a taste of things to come. The 3D robots look fantastic and this is set to be one of the top titles released in 1995.

Philips Media has signed up **Discworld**, from Psygnosis, for the CDi format. Discworld is an elaborate and humorous adventure game derived from the novels of Terry Pratchett. The original developer of the title, Teeny Weeny Games, is carrying out the conversion to CDi. It will be another 1995 release.

Microcosm, which has been delayed due to some programming problems, is now scheduled for release next year. In the game, the Cybertech and Axiom corporations are locked in a deadly war. Axiom has managed to plant a microdroid called GreyM into the body of Korsby, the president of Cybertech. Your mission is to pilot a miniaturised submersible through Korsby's body to destroy the GreyM.

For platform game fans, Philips is developing **The Apprentice** (see preview, page 26). You take control of the wizard's apprentice, Marvin, and guide him through a week in the service of the great wizard Gandorf S Wandburner III (GSW to his friends).

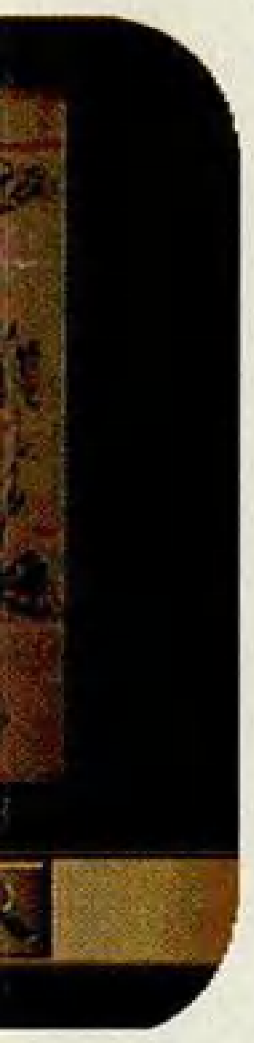
Last, and by no means least, is the latest offering from French software developer, Infogrames - **Chaos Control**. As the main character, Lieutenant Jessica Darkhill, you have to use all your skills in virtual piloting to protect the solar system from an invasion by alien invaders known as the Kesh Rhan. See our preview on page 18.



PHILIPS GAINS MOMENTUM

Philips Media and R/GA Digital Studios have formed a joint interactive entertainment company to develop and distribute interactive software.

The new company, called Momentum Media, will be based in New York but will produce titles from its East Coast and Hollywood studios in the US. Its aim is to develop games of "unprecedented play-value and quality" for the software market. R/GA Digital Studios



MAPPING THE WORLD

The David M Stewart Museum and the Canadian Heritage Information Network have teamed up with Montreal software house On/Q Corporation to present Charting a New World: Maps of Discovery on CDi.

The fascinating tale of exploration and discovery is revealed through navigational instruments, prints and the rare maps of the David M Stewart Museum.

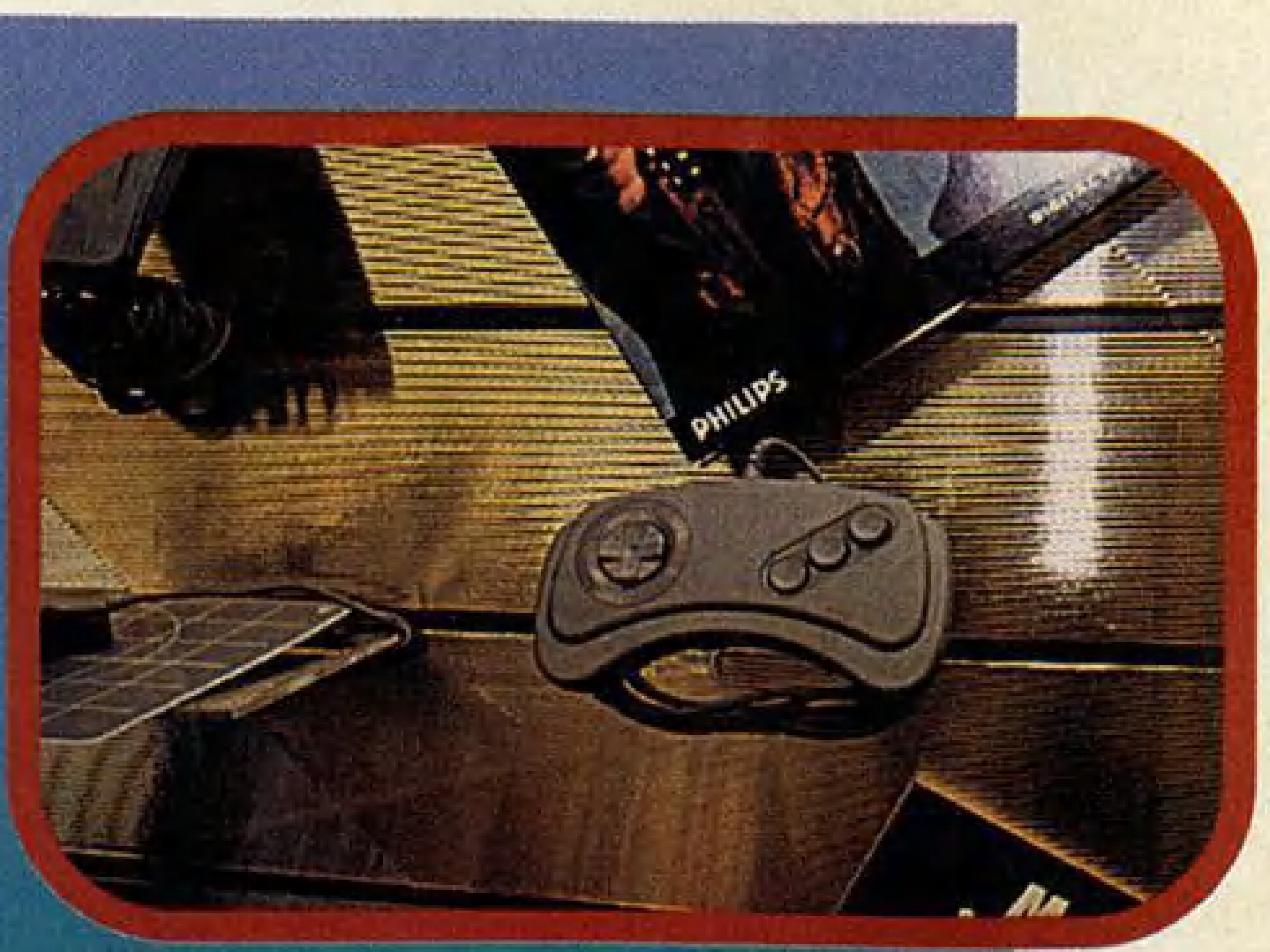
Maps from the 15th to the 18th century tell the story of the development of cartography, the adventures that advanced the art and science of navigation and the historic events and people that shaped the world.

Exploring the maps by geographic areas, names, illustrations and calligraphy leads to anecdotes and cross references to various artefacts.

Charting A New World: Maps of Discovery is available in French and English on a single CDi, costing $29.95.

On/Q has also just released the first of its five CDi travel guides, Destination Great Britain: Wales. The disc, costing $19.95, explores the towns and countryside of Wales and gives information on hotels, restaurants and points of interest to visit. Full details available from On/Q Corporation, 395 Dowd, Montreal, Quebec H2Z 1B6. Tel: Quebec 514 393 3500. Fax: 514 393 3222.

GAMES CONTROLLER



The new Philips 550 CDi player will be bundled with a restyled, more sophisticated games controller when it goes on sale this fall.

The controller is similar to the type used with other computer game systems and has an X/Y controller on the left and three buttons on the right. It will be wired directly into the CDi player and is intended for use with the more complex, high-speed games.

Existing CDi owners and will be able to buy the new controller as an optional extra.

FORTHCOMING RELEASES

NOVEMBER

Movies: Dances With Wolves, RoboCop, Raging Bull, Secret of Nimh ($24.98 each)

Games: NFL Hall of Fame (DV) $59.98, Jeopardy! $39.98, The Apprentice $34.98, Dragon's Lair II (DV) $49.98, Flintstones/Jetsons Timewarp $34.98, Clue (DV) $49.98

Family/Home Entertainment: Stickybear Preschool $29.98, Max Magic $34.98

DECEMBER

Movies: Bull Durham, Black Stallion, You Only Live Twice, Star Trek IV, Beverly Hills Cop I ($24.98 each)

Games: Chaos Control (DV) $49.98

Family/Home Entertainment: Ultimate Noah's Ark $TBA

is an award-winning producer of high-end special visual effects. It specialises in computer generated images, 2D and 3D animation and graphic design for films, television and advertising and interactive programming. Momentum Media will be run by a board of directors which includes Scott Marden, president of Philips Media, R/GA Digital Studios founder Robert Greenberg and David McElhatten, who is president of Philips Media Games.

MAD DOG GETS GUN

CD-i
GAMES
MAD DOG
AND THE PEACEKEEPER REVOLVER
McCREE
SHOOTING GAME
Mad Dog McCree
THIS GAME COMES EQUIPPED WITH THE PEACEKEEPER REVOLVER FOR THE REAL ARCADE EXPERIENCE.

Mad Dog McCree has gone on sale bundled with a special light gun for $79.98. Without the gun, it costs $59.98.

The gun can be connected directly to any CDi player and incorporates a small sensor box which sits on top of your TV to pick up the signal when you shoot.

If you thought Mad Dog McCree was hilarious in the arcades, wait until you try the CDi version at home. The sound of you firing furiously at your own TV will have the neighbours running for the door!

The gun enhances an already popular game, and with the excellent quality Digital Video sequences, you get the sensation of shooting real people on the screen. This really is interactive television.

When we first saw Mad Dog McCree , we said it would be criminal to release the game without a gun. This time, at least, Philips has taken our advice. For a full review, see page 24.

Fatal computer viruses, illegal software and a shady black market — Burn:Cycle is so exciting it takes your breath away. An exhilarated ANDY STOUT reviews the greatest CDi game yet

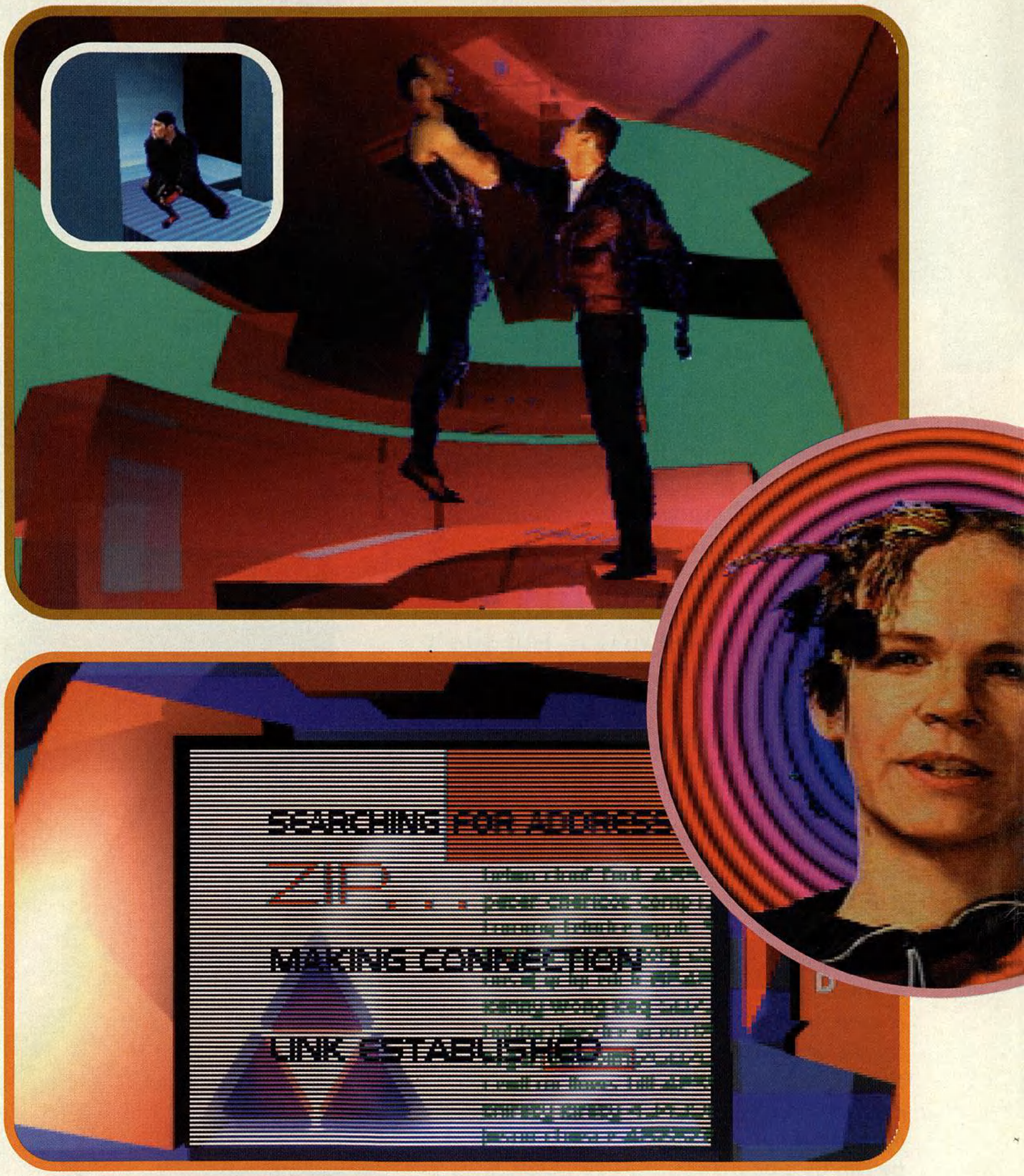
BURN:CYCLE

A couple of scenarios. Scene one. You walk towards a building and duck behind a car, checking the entrance for trouble. About 30 minutes previously, a data theft went badly wrong and you've left behind a trail of bodies. There is a computer virus in the software you carry in your head that's going to melt your synapses if you don't purge it fast.

A security guard appears and you think you can bluff your way past him. But you can't. He blows a huge hole in your chest, your body contorts, and as your blood seeps into the grimy street, you die.

Scene two. With your persona downloaded into the Televerse (Cyberspace, if you prefer), a digital buddha spins you a riddle and asks you to confront your greatest fear. A strange and distorted tree appears in the surreal landscape and the leaves speak, echoing fragments of your rapidly disintegrating memory. You pick the wrong leaf, identify the wrong fear, and your personality is erased from memory.

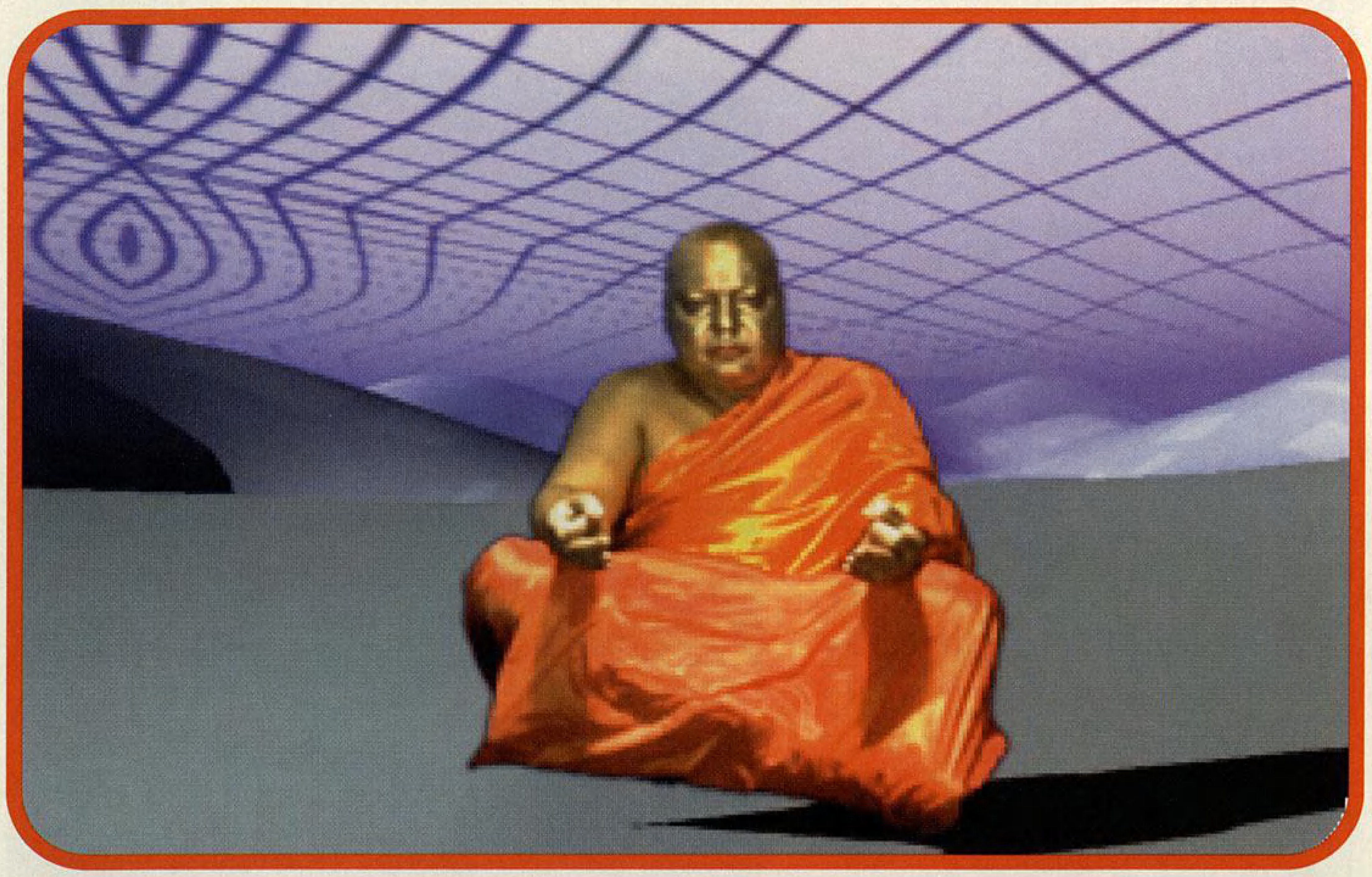
What on earth am I talking about? Well, these are just two of the situations you will find yourself in if you play Burn:Cycle, the game that CDi has been waiting for. It is a beautiful-looking, superb-sounding, hard-hitting adventure that meshes CDi with simply stunning graphics. The plot is a synthesis of Cyberpunk, Marlowe and Philip K Dick; the gameplay a mixture of arcade shooting, logic puzzles and character interaction. Every platform needs something on which to hang its reputation, and it looks as if CDi has finally got the game to do it.

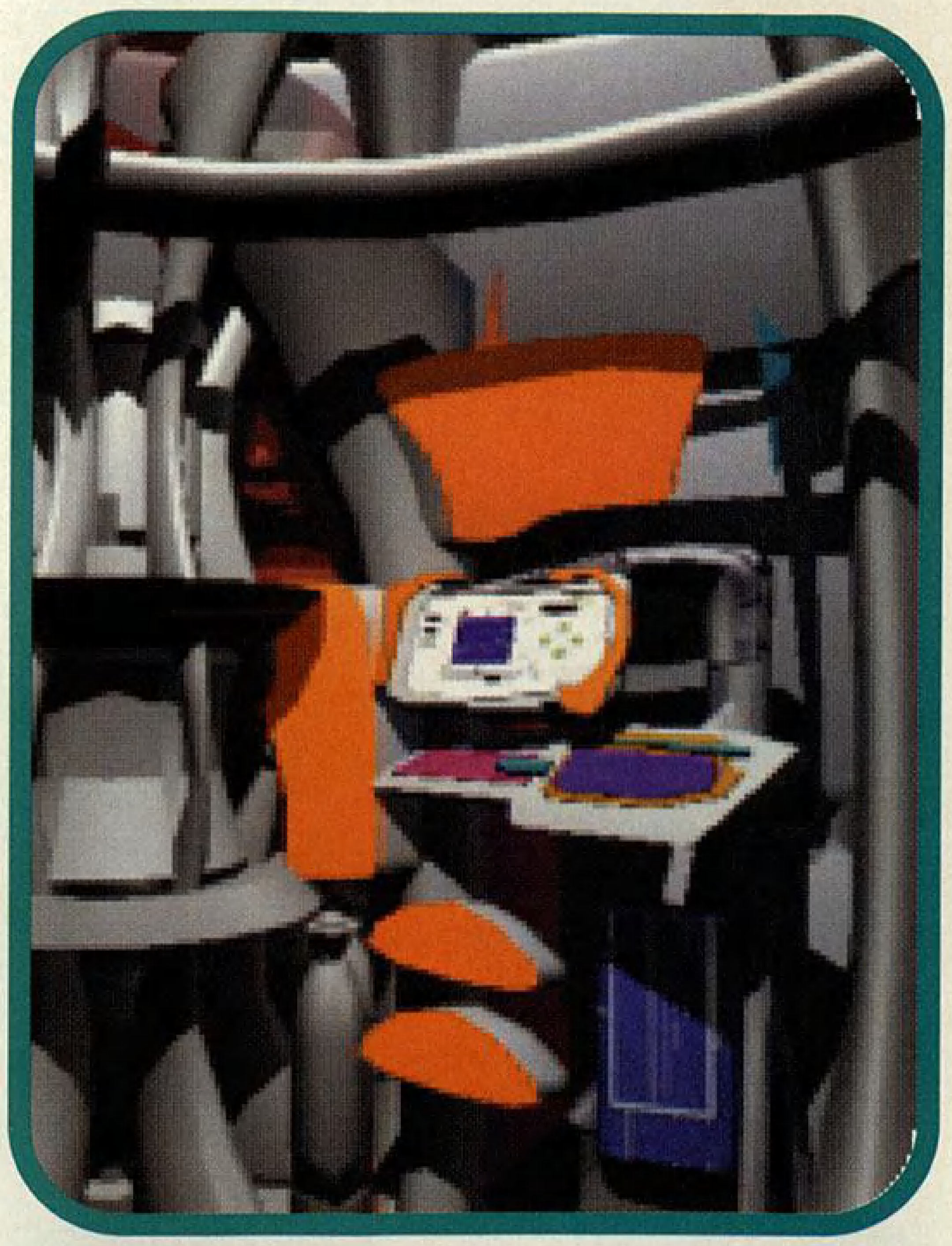


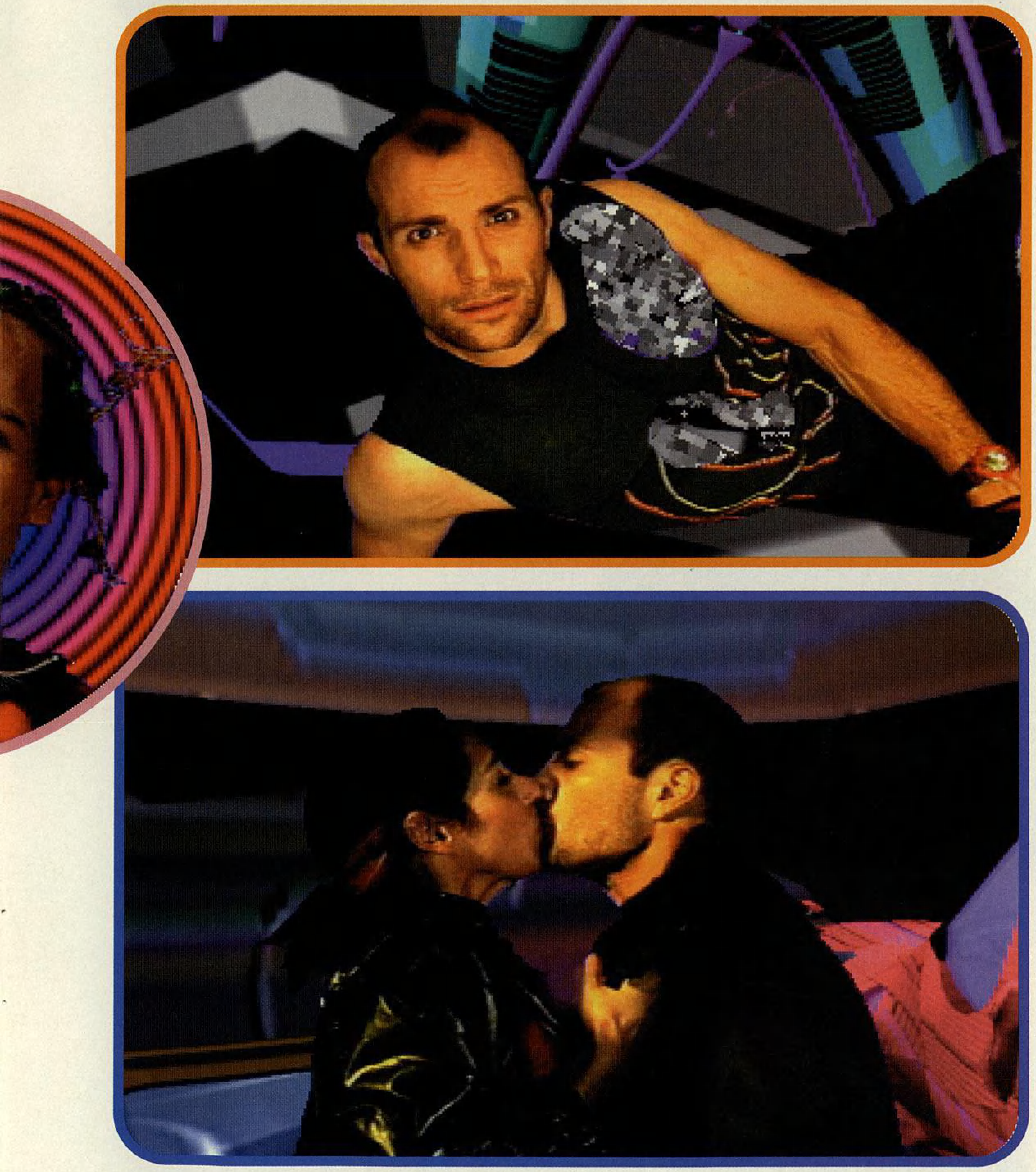
And more surprising: this is a base case title which does not require the Digital Video cartridge.

It's a beautiful-looking, superb-sounding adventure that meshes CDi with stunning graphics

Burn:Cycle is played from a first-person perspective, turning you into Sol Cutter, small-time data thief. Cutter is one of the legions of dispossesseded people struggling to make a living on the black market in a world dominated by corporations.

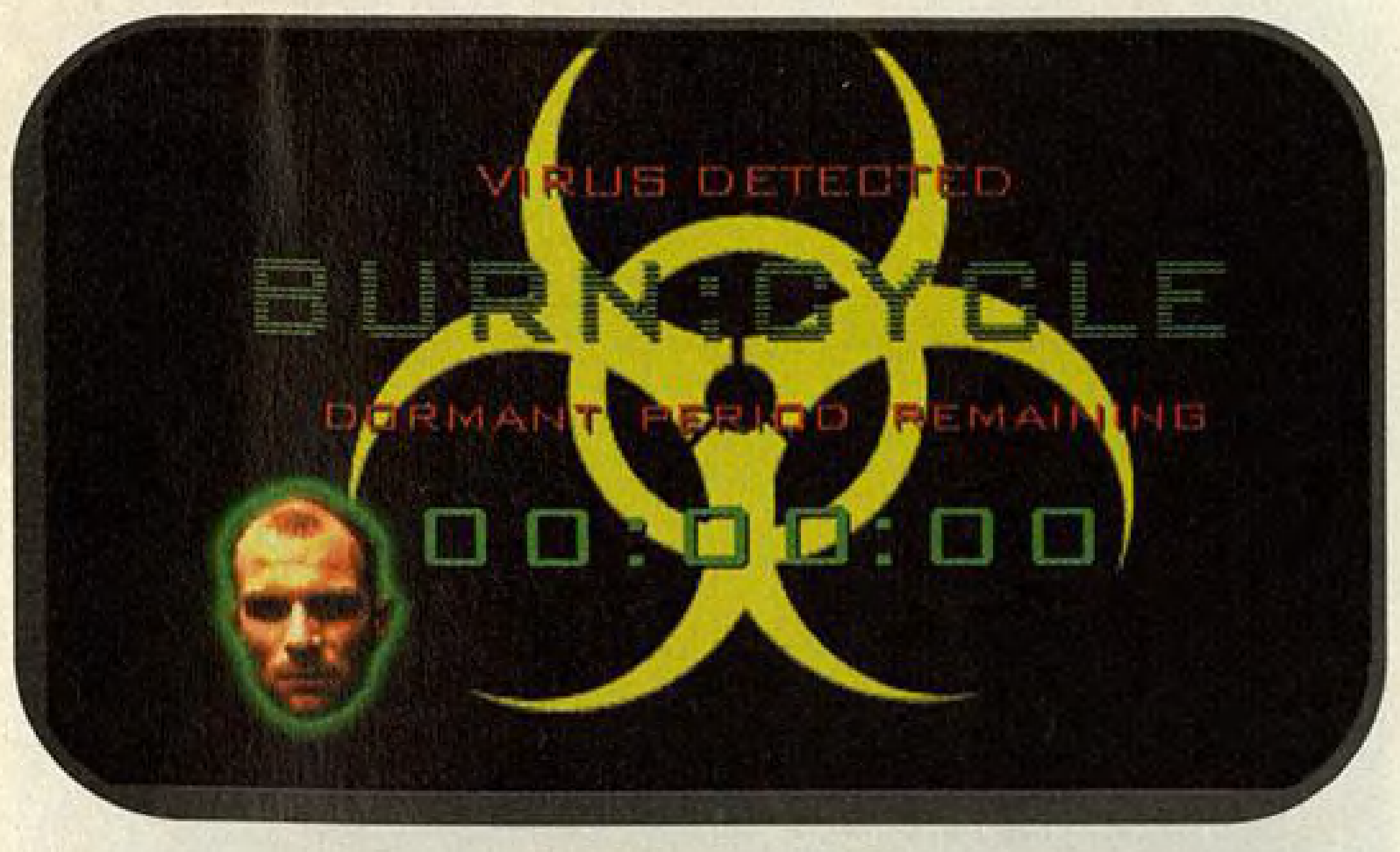




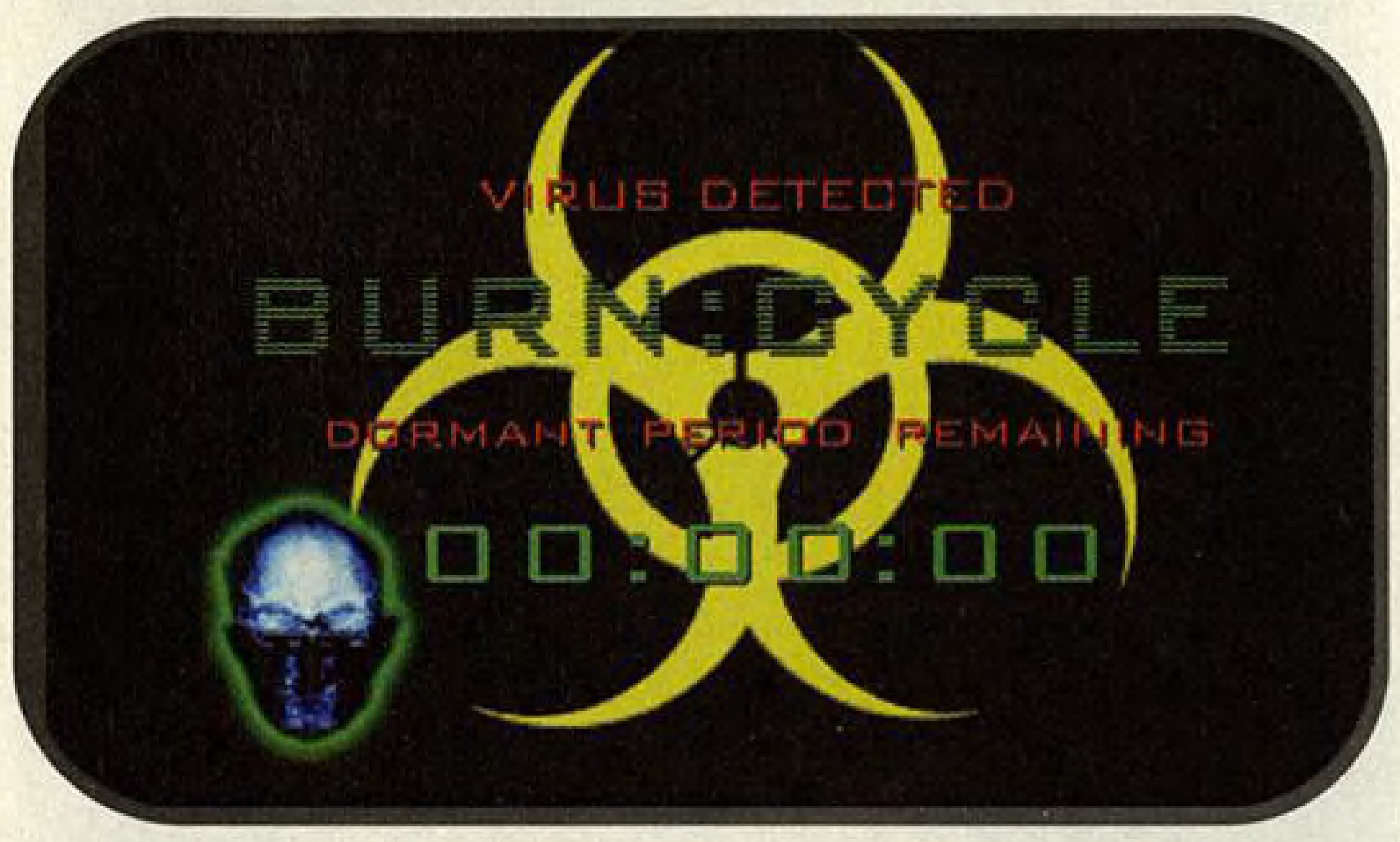


АРМОР ПИРСЄГ
ЦАПЄД ЧАРЖ
ДЄВИС Мк 38
+
−
ARM

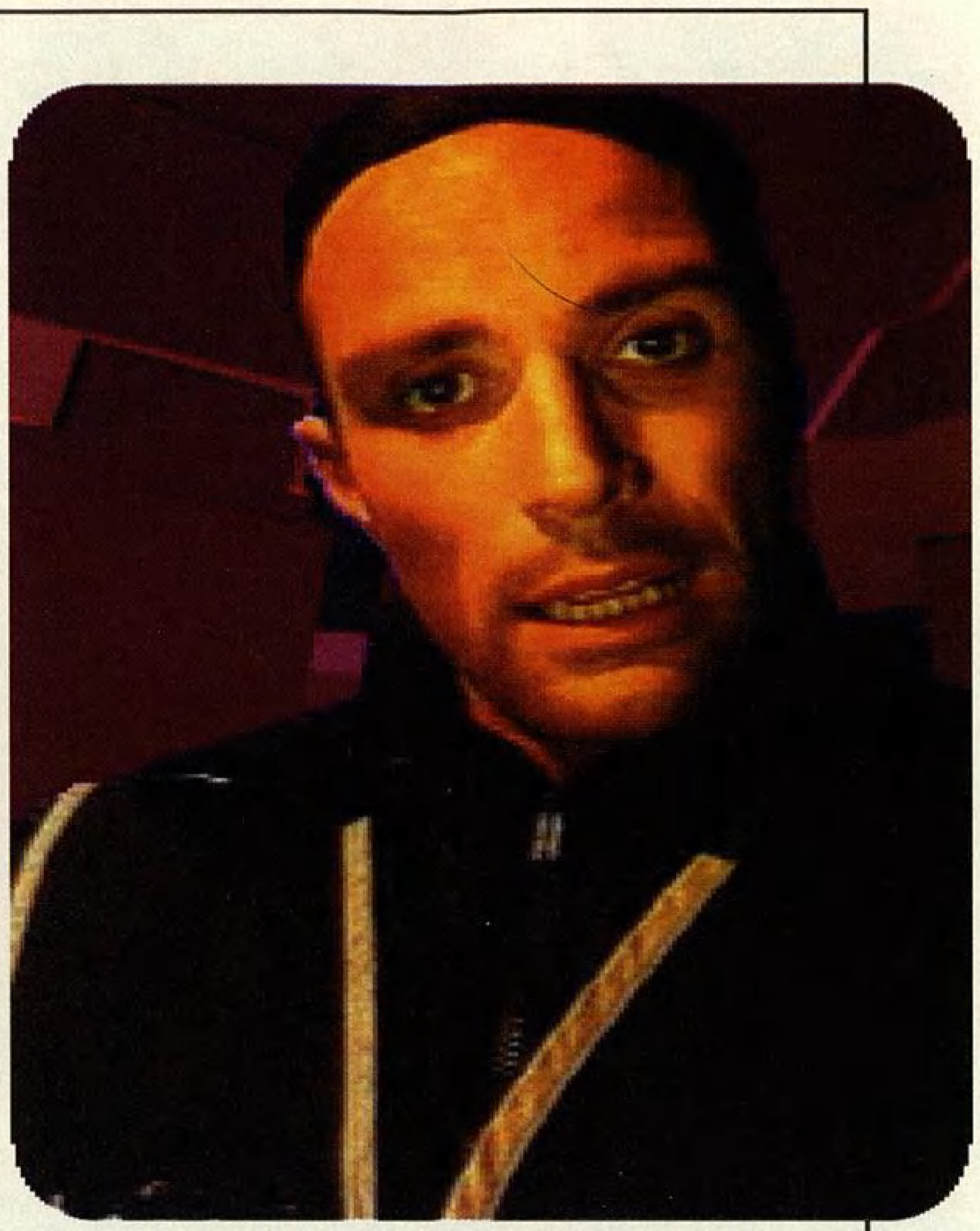
Top: the spinning buddha will spin you a riddle and ask you to confront your greatest fear. Middle: you play the part of Sol Cutter, a former employee of the Softech Corporation who uses his expertise to pull off small data thefts. Bottom: Cutter was rescued by a woman called Kris just as some kids were about to strip-mine his head for his neural implant. Since they met, Cutter has started to get a grip on himself



VIRUS DETECTED
BURN:CYCLE
DORMANT PERIOD REMAINING
00:00:00



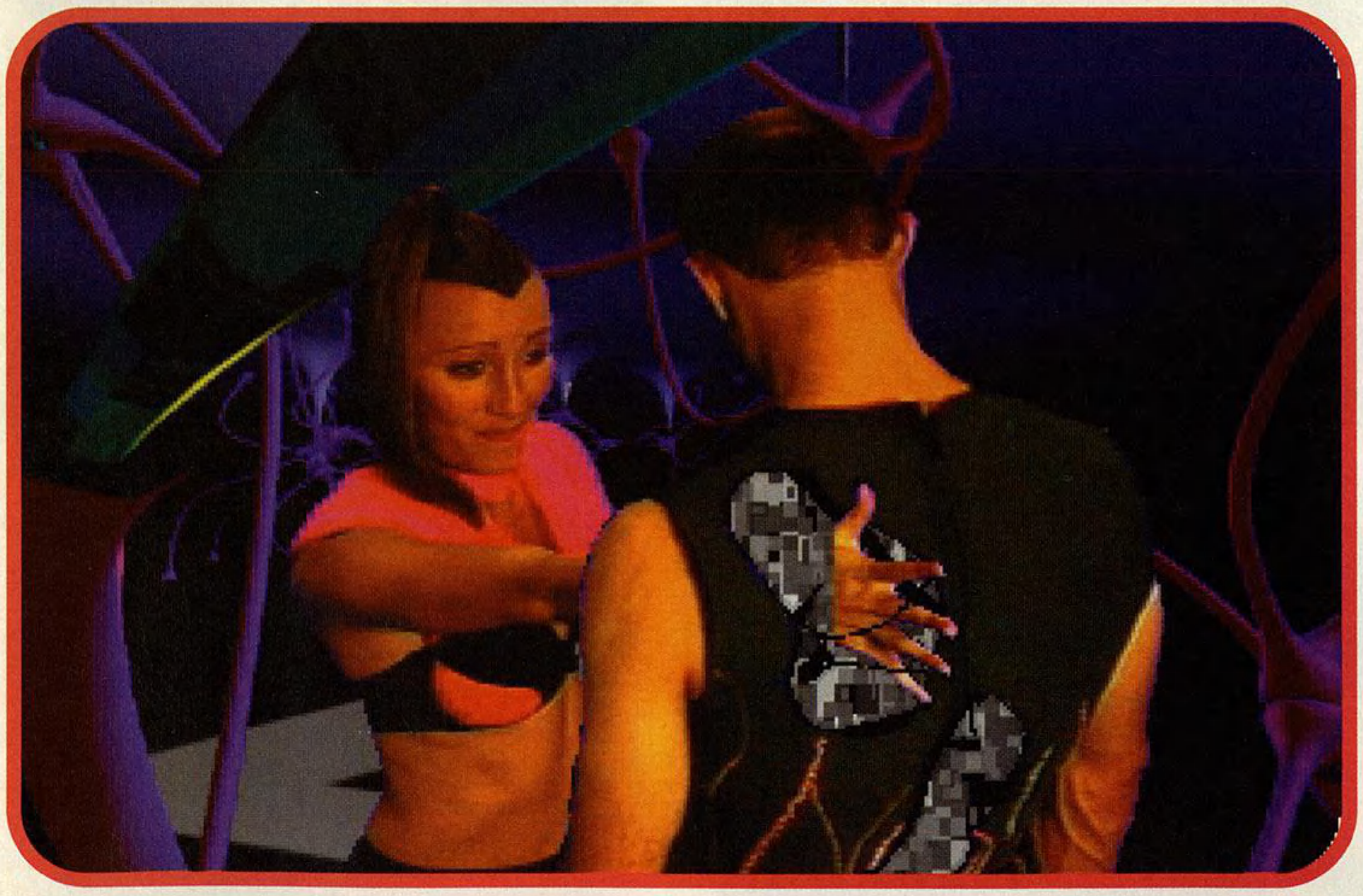
Sol Cutter



Born: 02/07/2032
Age: 31
Height: 6' 2"
Distinguishing marks: neural impant jack in the lower left cranium.

Cutter used to work for Softech, one of the few remaining survivors of the multinational corporate wars. He was an adjuster, half detective, half thug, until taking part in a raid on three Taiwanese software pirates.

He's been unbalanced ever since, using his expertise to pull off small data thefts and spending the money in the Sum Zero bar on narcotic oblivion. A woman called Kris rescued him just as some kids were about to strip-mine his head for his neural implant. Since they met, Cutter has started to get a grip on himself. But nothing lasts forever...



Burn:Cycle features some of the most stunning visuals ever seen on a CDi game, and is rich in Blade Runner-style atmosphere

His head is crammed with bootleg software, he's got a neural jack in his lower left cranium, and something has gone badly wrong. The Burn:Cycle computer virus is in his head and he's got two hours to remove it before he dies.

The game, therefore, becomes a twin struggle. On the one hand, you have to keep your wits about you just to stay alive (there are very powerful and extremely nasty people after you); on the other hand, you really can't afford to hang about. This is not an easy game.

Movement through Cutter's world and the Televerse is by a constantly changing cursor that shifts from being a direction icon to a pick-up icon and so on. Unlike other CDi games, there is very little time lag between executing a command and the right sequence being streamed off the CD.

This means, therefore, very smooth and gen-

RATINGS

Graphics: 96%

Sound: 95%

Interactivity: 95%

Overall: 95%

Cost: $59.98 (with audio CD) Out: Now

Krystove Dydo, aka Doc

Born: 19/03/2026
Age: 37
Height: 5' 9"
Distinguishing marks: neural implant jacks all over his body.

When he was still an adolescent Doc also worked for Softech as a member of the team that pioneered the first genetic chips. But it was too much and he had a breakdown at 22, retreating to the underground. He saved Cutter's life once (and installed his neural implant). Cutter repaid him by smuggling him back into the States. Doc is a genius with an almost telepathic understanding of his hardware and makes a healthy living doing chip surgery on the black economy.

erally captivating gameplay.

Film sequences are triggered as you progress through the game, providing valuable clues to what's going on and painting thumbnail sketches of life in the urban underbelly of the next century. Other important clues can be gained by listening to Cutter's inner thoughts where he ponders over the next course of action. The game also thoughtfully provides a countdown until your head explodes, and a "save game" option — use it!

But what really elevates Burn:Cycle above any game seen so far on CDi (and most of the others on rival platforms, come to think of it) is the atmosphere it generates. The 21st century created by production company, TripMedia, is utterly convincing, complex and multi-layered. The other characters you have to interact with are equally complex. The six principals — and even the cameo roles — reflect the culture of Cutter's universe. The music, scored by film composer Simon Boswell, is equally compelling and makes full use of the CDi player's CD/DA abilities.

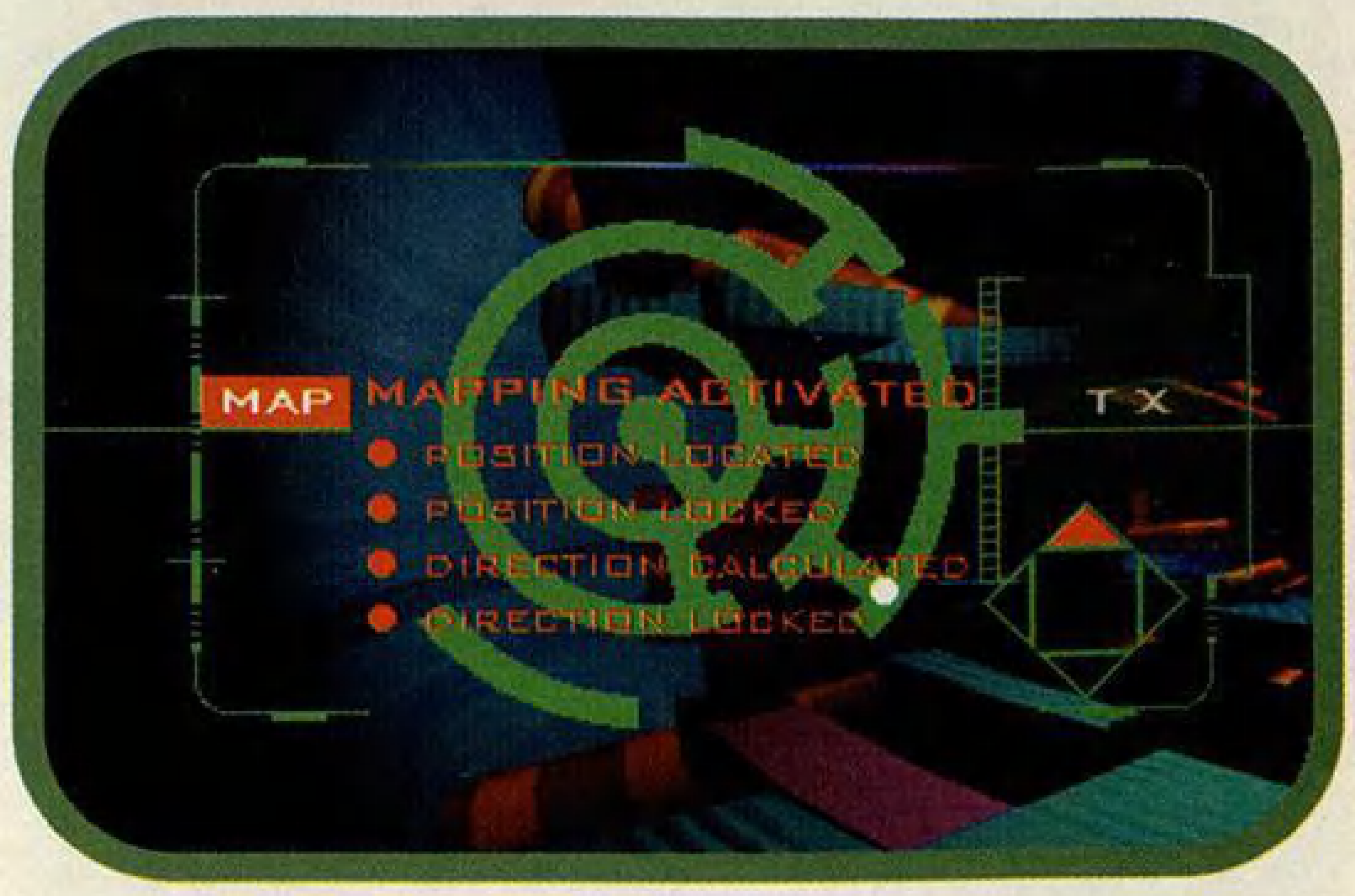
There hasn't really been anything like this since film director Ridley Scott's Blade Runner. Burn:Cycle unites arcade elements, logic puzzles and general questing into a gritty game that is aimed squarely at the adult games market.

Urban survival collides with high-tech, quasi-mysticism and enough raging conspiracy theories to keep even the most ardent JFK obsessive happy for weeks. It is, quite simply, breathtaking.

Gala

Born:
19/03/2039
Age: 24
Height: 5' 8"
Distinguishing marks: snake tattoo, inside left thigh.

Gala is vicious, trained from an early age by terrorist organisation NAMO. Their aim is to reclaim parts of the city for the original native inhabitants. Certain sections of the city have a mystical significance for NAMO's members. Gala is a member of their elite inner circle and her involvement with Cutter, and her willingness to help him, can only mean that he's got something she wants.



With its brilliant graphics, superb soundtrack and convoluted plot, Burn:Cycle is setting the CDi industry on fire. ANDY STOUT finds out what sparked off the team that masterminded the hottest CDi game in town

TRIPPING OUT

If Burn:Cycle the game is impressive, the statistics behind it are even more amazing. This is a game made up of a serious amount of numbers: 2.25 million polygons are contained in the 3D models scattered throughout the gaming areas, there are 27,000 frames of animation, 20 live-action speaking roles, more than 100 live-action sequences and 253 interactive views.

People who accuse CD games of being a triumph of style over content are wide of the mark with Burn:Cycle. It is stuffed full with content.

David Collier, the game's producer and designer, doesn't even look tired, considering the amount of work involved. "There have been about 19 months of core production," he says, "but as an idea it's had a lot of changes. Eitan had the idea for a comic about three years ago and I had an idea for a game about the same time." Three years on, the title has finally been completed.

Collier is sitting in TripMedia's conference room with Eitan Arrusi, Burn:Cycle's writer and live action director, and Olaf Wendt, the game's visual director. It's in a warren of offices just to the north of London's Leicester Square, crammed with Macintoshes and Silicon Graphics workstations which are humming with activity as the company braces itself for the game's launch.

"I had an idea for a comic called Logic Bomb, which formed the basis of the original game," explains Arrusi. "It was to have a computer graphic background, which Dave was going to do, plus live action. The intention was to create something like a photo love story, but Cyberpunk. 2000AD bought it and were waiting for copy from us when we figured out it just wasn't viable financially. The idea eventually became Burn:Cycle."

The logistics of producing the game were incredible. The rendering and processing of the 3D images took 12,000 hours of machine time to complete

TripMedia has altered along with the game, too. Wendt says that they originally thought five people would be able to handle Burn:Cycle. Ten were ultimately needed, and when you consider that the 3D animation took 7,800 man-hours of work alone, it's easy to see why.

The logistics of producing the game were incredible. The rendering and processing of the 3D images took 12,000 hours of machine time, and the live action sequences had 400 separate story boards culminating in a 14-day shoot. The 20-minute original soundtrack was scored by Simon Boswell, who has composed music for films such as Hardware. And as if that wasn't enough to handle, stitching it all together meant that TripMedia had to venture into virgin territory.

"The most complicated part was that a lot of what we did had never been done before and we often had to do things that were at the cutting edge of production," says Arrusi. "That was really scary. We had based our predictions on the fact that suitable editing software would come out on the Macintosh in time for us to edit. It's all to do with the production path, and we really had no idea which element would come first."

Wendt agrees: "If you look at an established media production industry such as the film business, you have your spark, you have propmasters, and so on. These people do specific jobs and if you are putting a production together, you have the experience on tap."

Collier points out that TripMedia had no precedents to follow. "In films and other existing media you can simply re-edit. But with this, if you change one thing you might have to unravel the whole disc and go back to the beginning. Problems, headaches and rethinks were commonplace."

"About 50 per cent of our time and energy has gone into what is considered to be research and development," adds Arrusi. "Everything you see in the title is original — from the software which was created by our technical director Graham Deane, to the host of software not in the disc that we had to create to handle assets.

"A simple example is that we digitised all the sound and all the video, did the editing and then about a month ago we realised the sound wasn't up to scratch, so we went back and redid it. Nobody was prepared for that. But at the time we

BURN:CYCLE
HOTEL
THE ULTIMATE INTERACTIVE MOVIE GAME
PROD. BURN:CYCLE
DIRECTOR EITAN ARRUSI
CAMERAMAN COLOR CON
SCENE 35
SHOT 1
TAKE 9
SOL CUTTER HAS SOMETHING
HOURS IT'S GOING TO EXPLODE!
BURN:CYCLE

had no way of knowing that we would have to do that."

"There are so many variables," says Collier. "Even the people at the pressing plants found they could squeeze another 15 seconds on the disc. Graham's written compression software but you never know quite how much it will compress until you've tried it. And everyone has a different way of talking about things. Some people talk in minutes, some in megabytes, some in disc sectors. It is like switching from Greek to French and then to German."

But this juggling act has produced one of the most cost-effective Cyberpunk portrayals ever.

The graphics, the live-action sequences, the music and the convoluted plot line add up to a thoroughly atmospheric experience. "Total immersion," as Arrusi calls it.

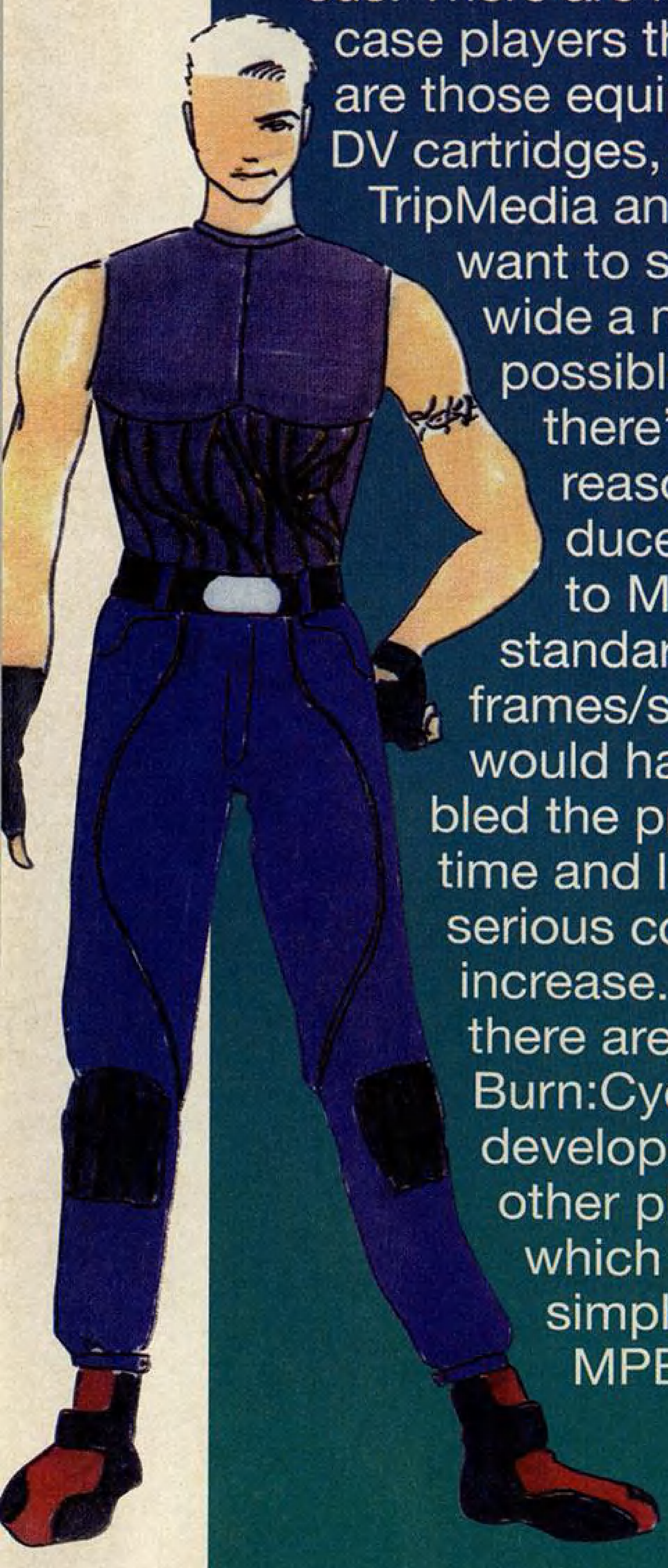
Burn:Cycle's soundtrack is one of the aspects that gives it life. Simon Boswell's original score might only be 20 minutes long, but as with all the best film soundtracks, it is completely unobtrusive. You don't actually notice it unless you concentrate hard, but the sense of atmosphere it gives to the game is incredible.

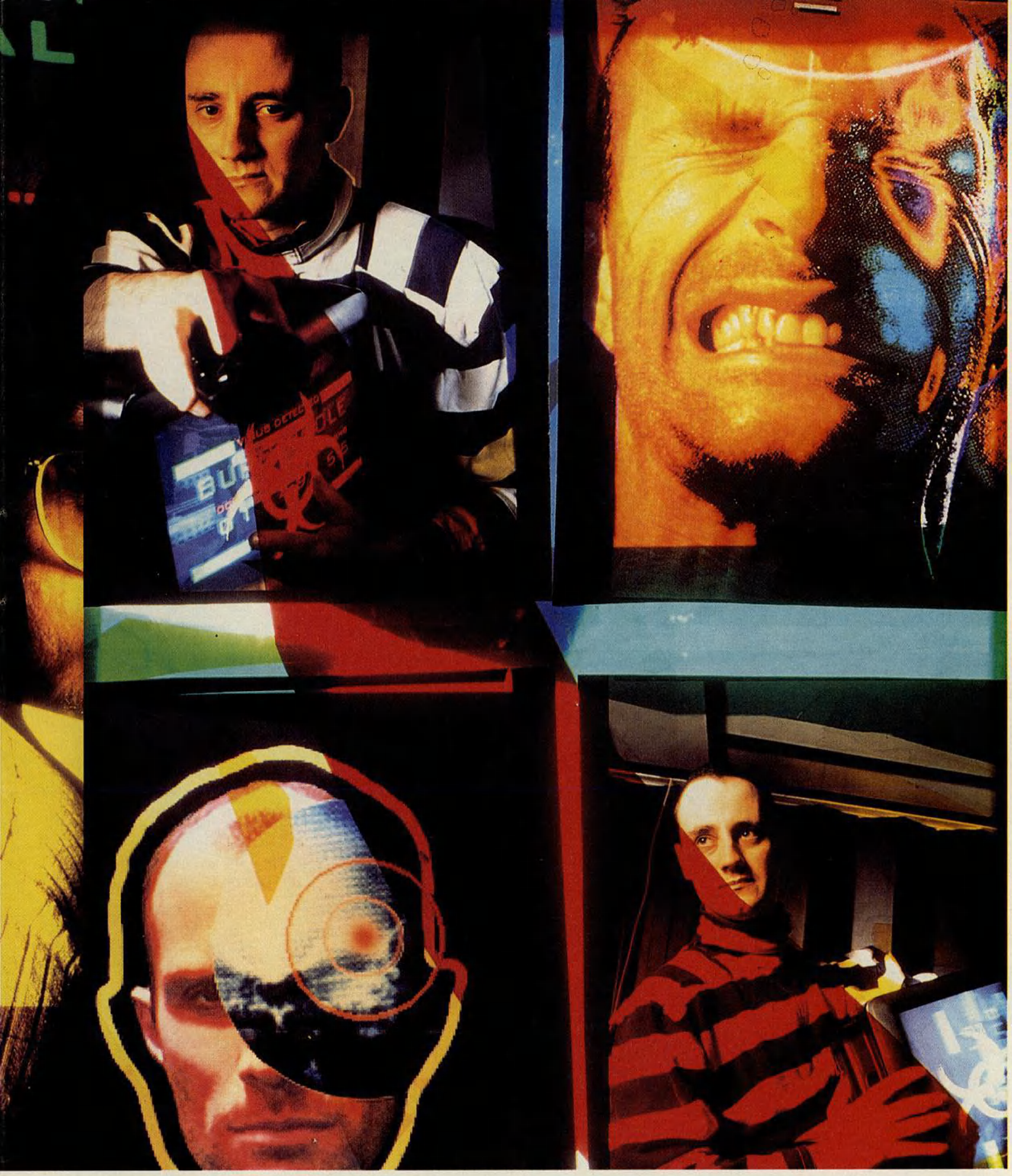
"Simon was approached through a friend of ours who was acting as his agent at the time," says Arrusi. "He was really keen to do the title. and did it for a fraction of what he is getting now for a movie called Hackers."

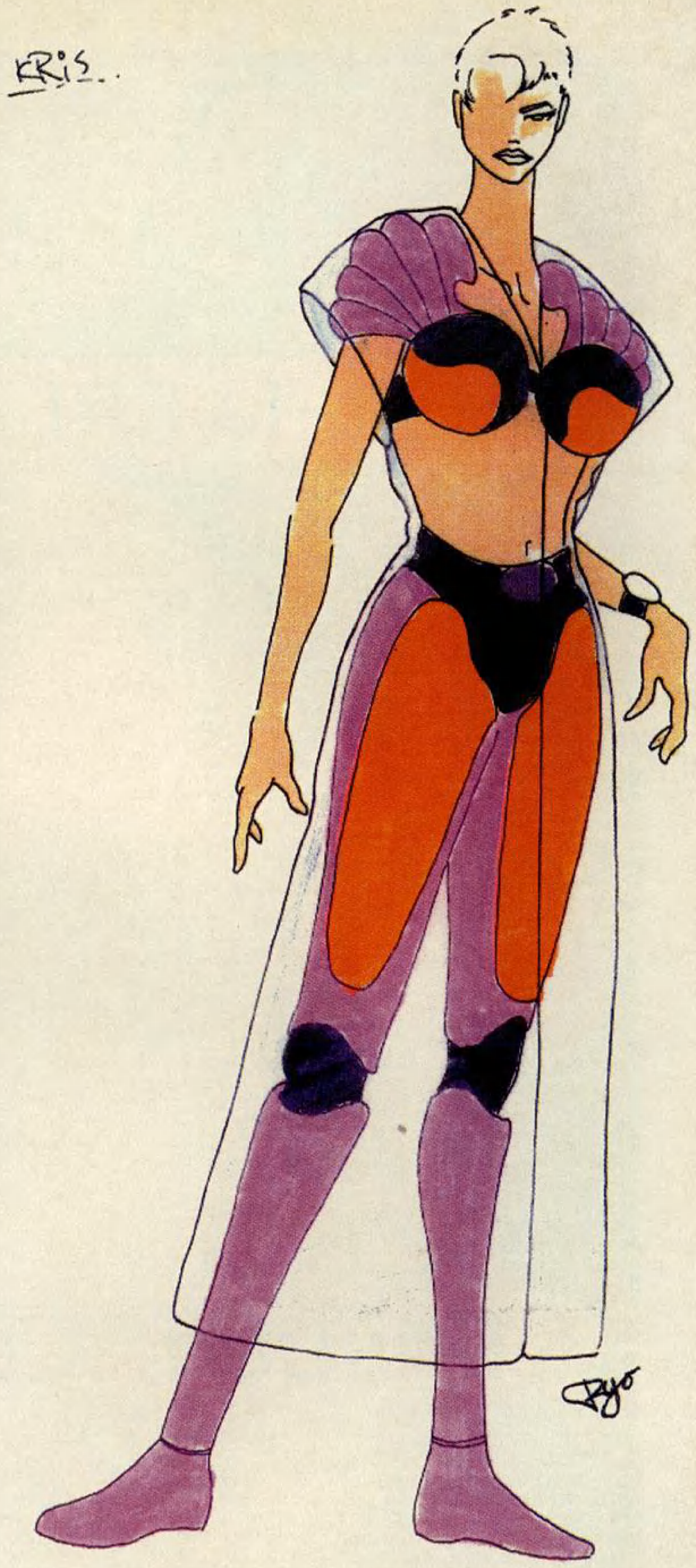
"Simon was really good for a lot of the heavy, atmospheric stuff, particularly for the backing of the movie scenes. His work in the gameplay sections involved a lot of post-production work at our end though — making loops and cutting his

DV or not DV?

When you see Burn:Cycle up and running, it is difficult to believe it isn't a Digital Video title. There is a slight lessening of picture quality in the live-action sequences that only run at 12 frames/second, but the trade-off is that the 3D graphics and the live-action run at full screen without using the DV cartridge. Besides, the graininess only adds to the atmosphere of the game. TripMedia has got around the DV problem by squeezing every last piece of silicon out of the CDi's on-board processors and there is some rather sneaky software carried on the disc, written by Graham Deane. The main rationale is obvious. There are more base case players than there are those equipped with DV cartridges, and TripMedia and Philips want to sell to as wide a market as possible. But there's another reason. To produce the game to MPEG 1 standard at 25 frames/second would have doubled the production time and led to a serious cost increase. Also, there are plans for Burn:Cycle to be developed for other platforms, which is a lot simpler without MPEG.







music. Using Graham's software, we have continuous music. There are crossplays, loading one thing and dumping another, while other stuff is going on," adds Collier.

Whatever TripMedia has done with the music — and they are keen to point out that Simon's work just needed skewing slightly to the media involved — it works superbly. Using his movie background, Simon sets the scene within a couple of notes, sucking you right into the game. TripMedia tried using techno artists as they had assumed their music would be more in keeping with the technological aspects of the game, but found all they were getting was Burn:Cycle, the 12 inch remixes.

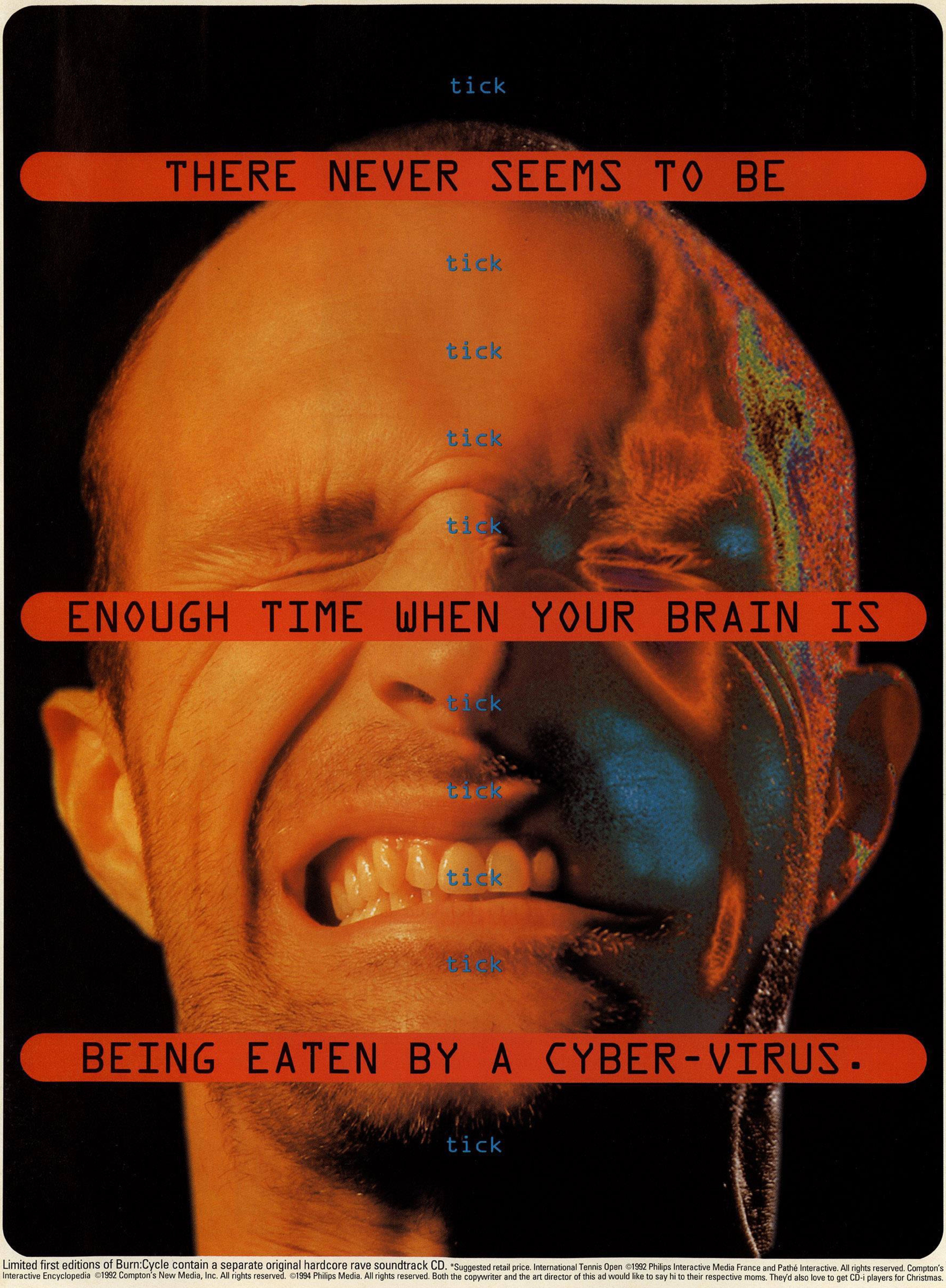
The music adds to the sense of realism in a game that is targetted firmly at the adult market. This is not a game that has plumped for the soft, sanitised option and aimed for the children's market. And there is not a cuddly sprite in sight. "We always knew that it was likely to be an 18 plus title," says Arrusi. "I used to say that it was an 18-25 title, but then 35-year-olds would be fed up because they would want to play it. It is not aimed at the kid's market, but that is not deliberate, it is just what I do."

Left: Olaf Wendt, the visual director on Burn:Cycle. Above: David Collier, producer and designer at TripMedia. Above, right: one of the early costume sketches for Kris

"Our problem is that we grew up with consoles — and quite frankly, we're bored with the games you can get on them," says Collier. It's basically the same game with a few new sprites added here and there. We set out to make a game for ourselves, and it just happens that we are not 14 year-olds.

"There is an assumption that video games should be for a younger audience, but that's an assumption without basis. Video games have always been sold in toyshops, but we are not in the toy business anymore. It is now a mature market," he adds.

And the CDi market is maturer than most. But TripMedia isn't worried about losing sales by aiming at an older audience. "There are also a number of clear marketing reasons there, too," says Arrusi. "When we started, nobody was targetting the 18-plus market. It is a rich market that's into science fiction, and that's another reason for basing the game on that genre. Actually, I'm not sure I could make a kid's title."


tick
THERE NEVER SEEMS TO BE
tick
tick
tick
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ENOUGH TIME WHEN YOUR BRAIN IS
tick
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tick
BEING EATEN BY A CYBER-VIRUS.
tick

Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved. Both the copywriter and the art director of this ad would like to say hi to their respective moms. They'd also love to get CD-i players for Christmas.

CD-i

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.

HOTEL
memex

MAP
VIDEO TRANS

Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.

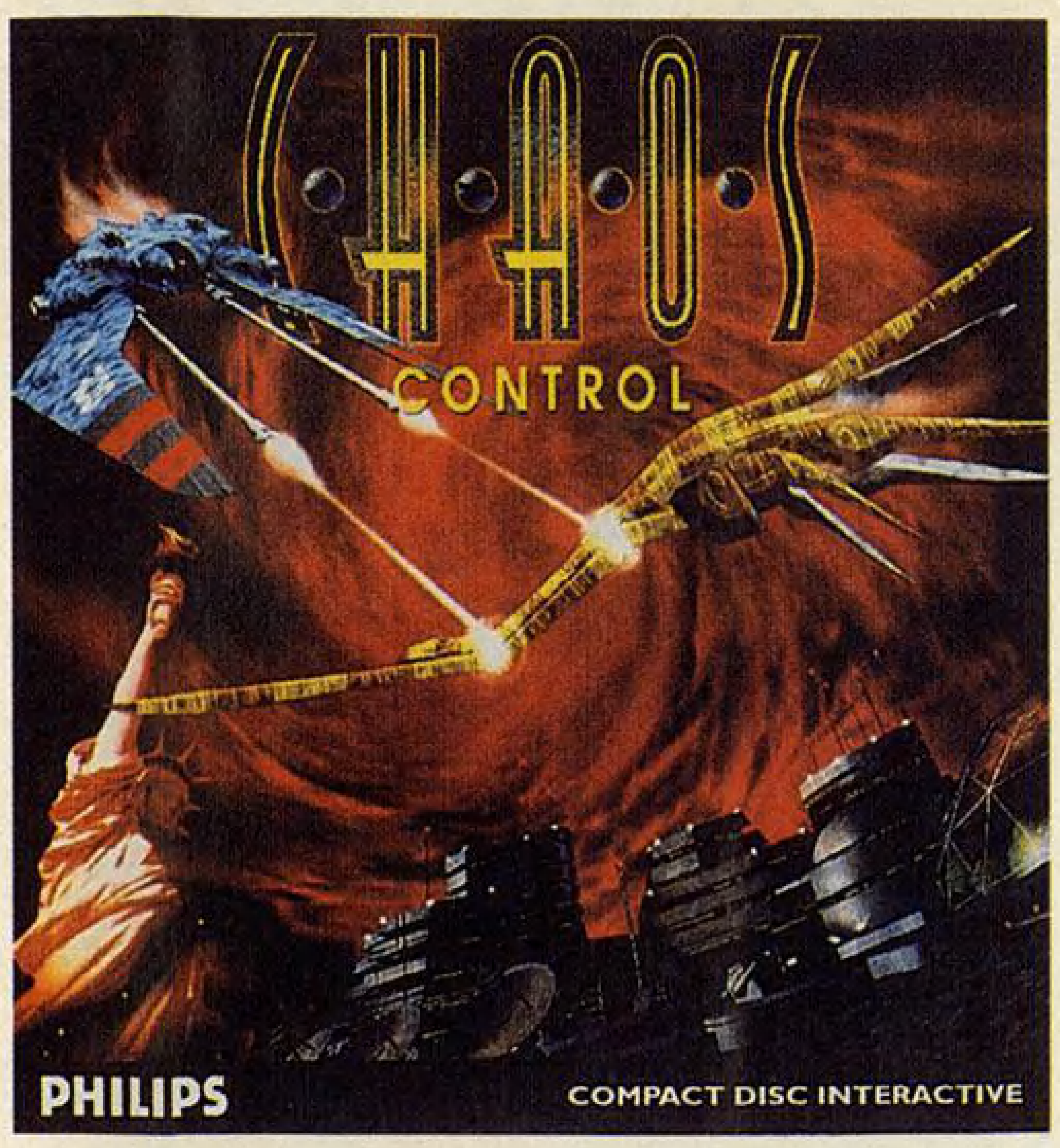
Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.

CD-i
GAMES
BURN:CYCLE
PHILIPS
COMPACT DISC INTERACTIVE

Click forward to the year 2063 tick **where you've become a jaded** tick **nihilistic data thief named Sol Cutter** tick **with a neural implant jack in your neck** tick **and one day while downloading corporate secrets** tick **into the software inside your skull** tick **you also contract a nasty little** tick **computer virus called Burn:Cycle** tick **which is basically gonna corrode your brain** tick **like battery acid in two hours unless you can** tick **outwit and outshoot relentless enemy agents** tick **find Doc the only guy who may know how to save you** tick **then make peace with your personal demons** tick **and somehow God help you** tick **locate the party responsible** tick **in this cold harsh neon-lit world** tick **before you bite the oh what a bummer** tick **your time's up**

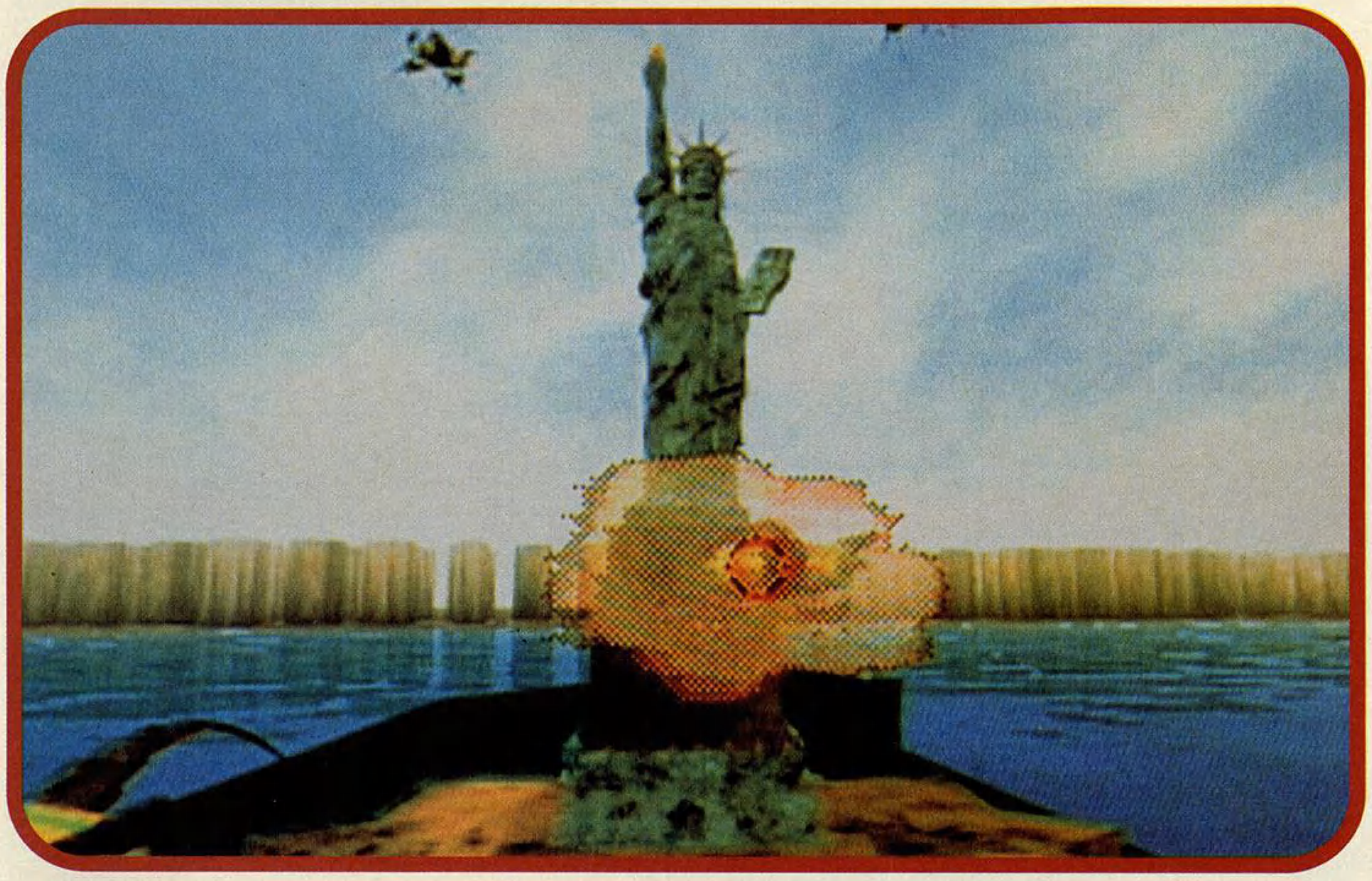
Magnavox 450 CD-i player now $299.99,* includes 2 free titles.

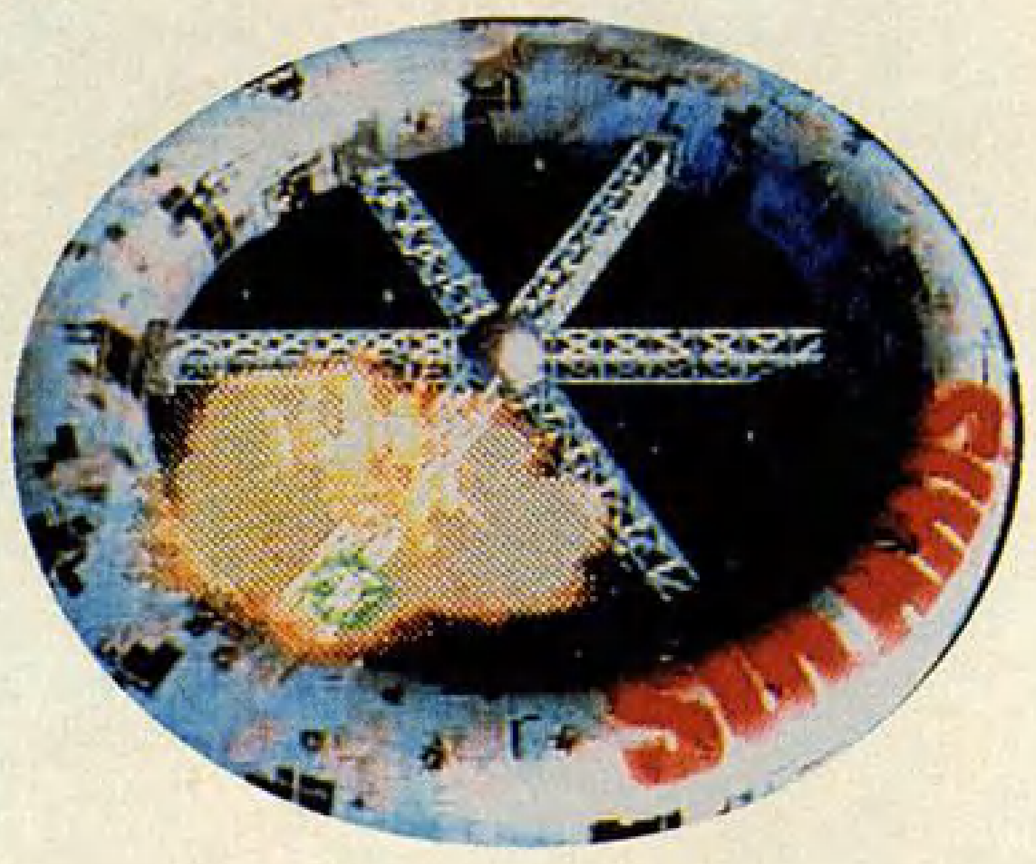
PHILIPS MEDIA

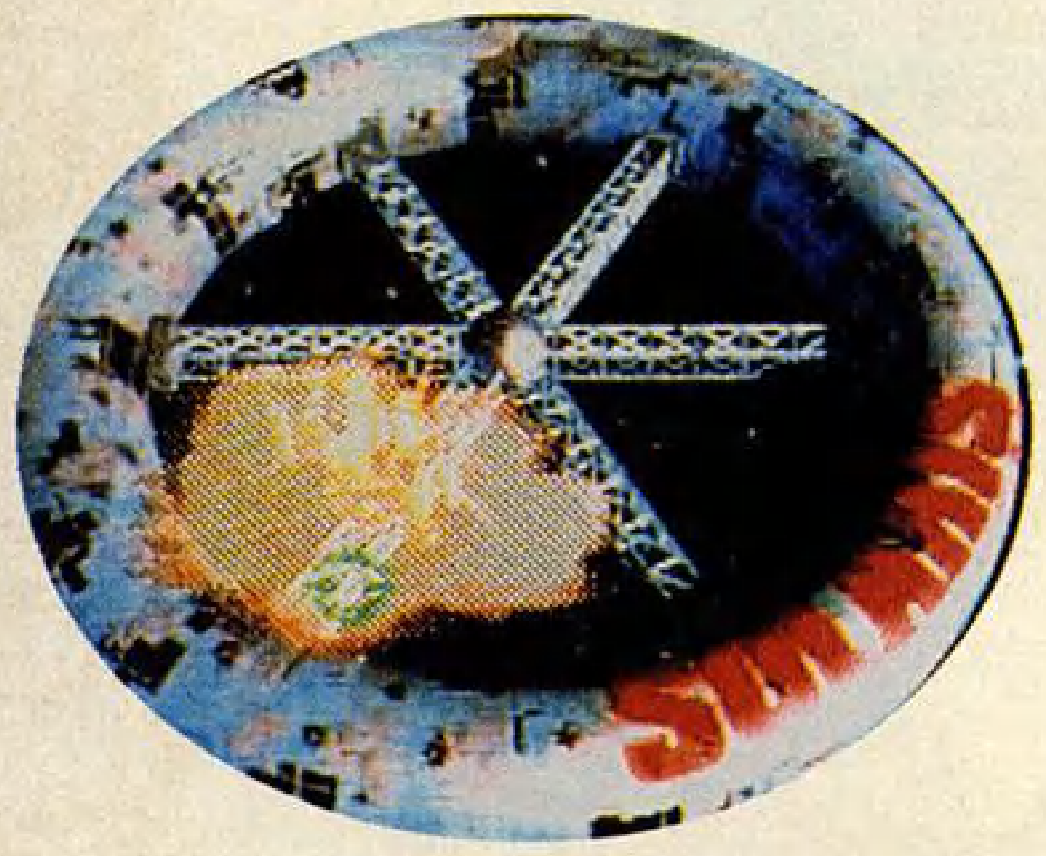


Climb in, sit down, grab the joystick and check your blood pressure because, says STEVE KEEN, here is the shoot-'em-up to end all shoot-'em-ups

CHAOS CONTROL

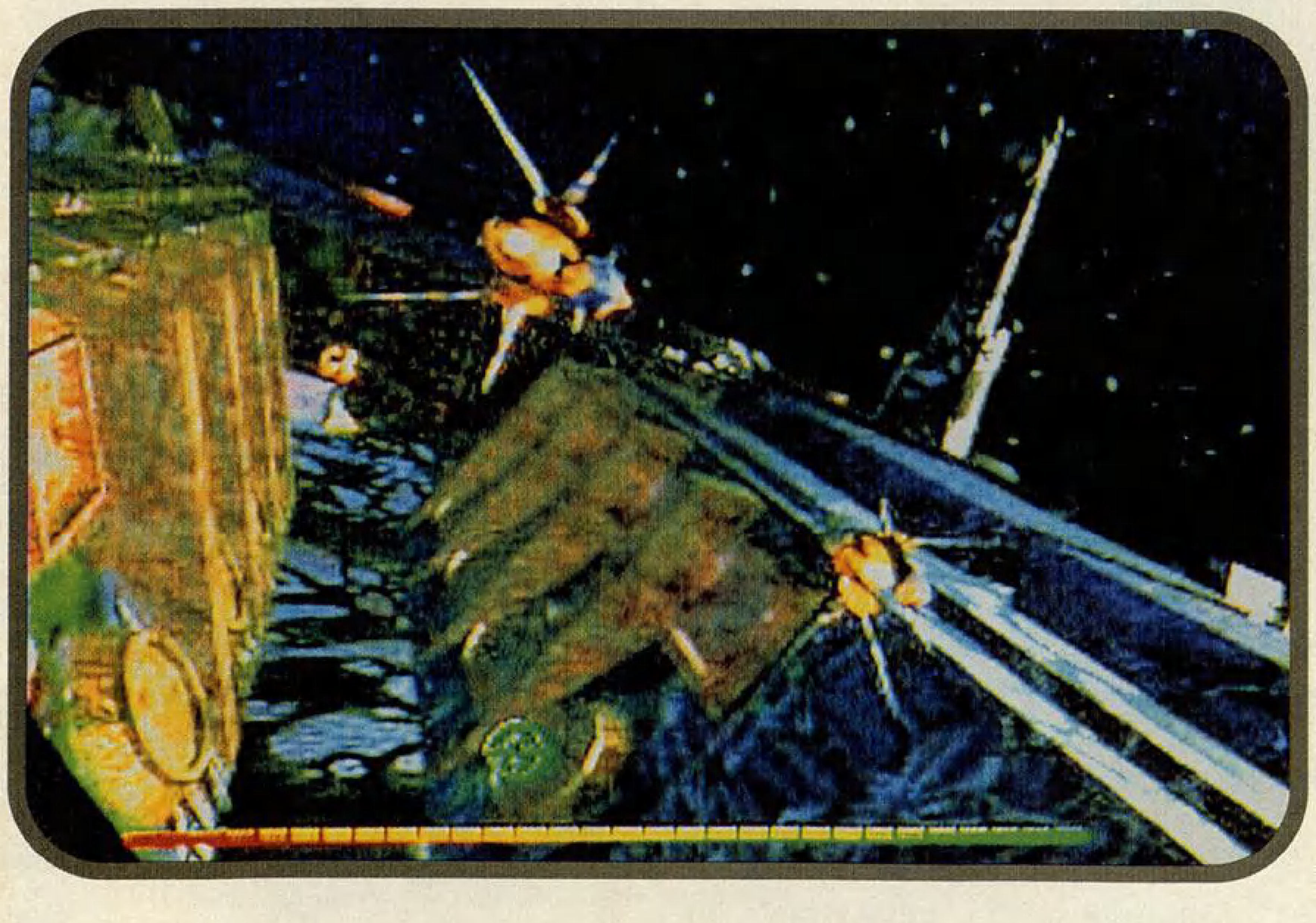






This is it. The big one. This is the CDi game that you'll want to pawn your granny for. Now you've got no excuse for not forking out the extra cash for a Digital Video cartridge.

Forget Battleship, cast away Alien Gate and nudge Defender of the Crown off the armrest and down the back of the sofa forever. Chaos Control is here and it is going to shred your Y-fronts to pieces!

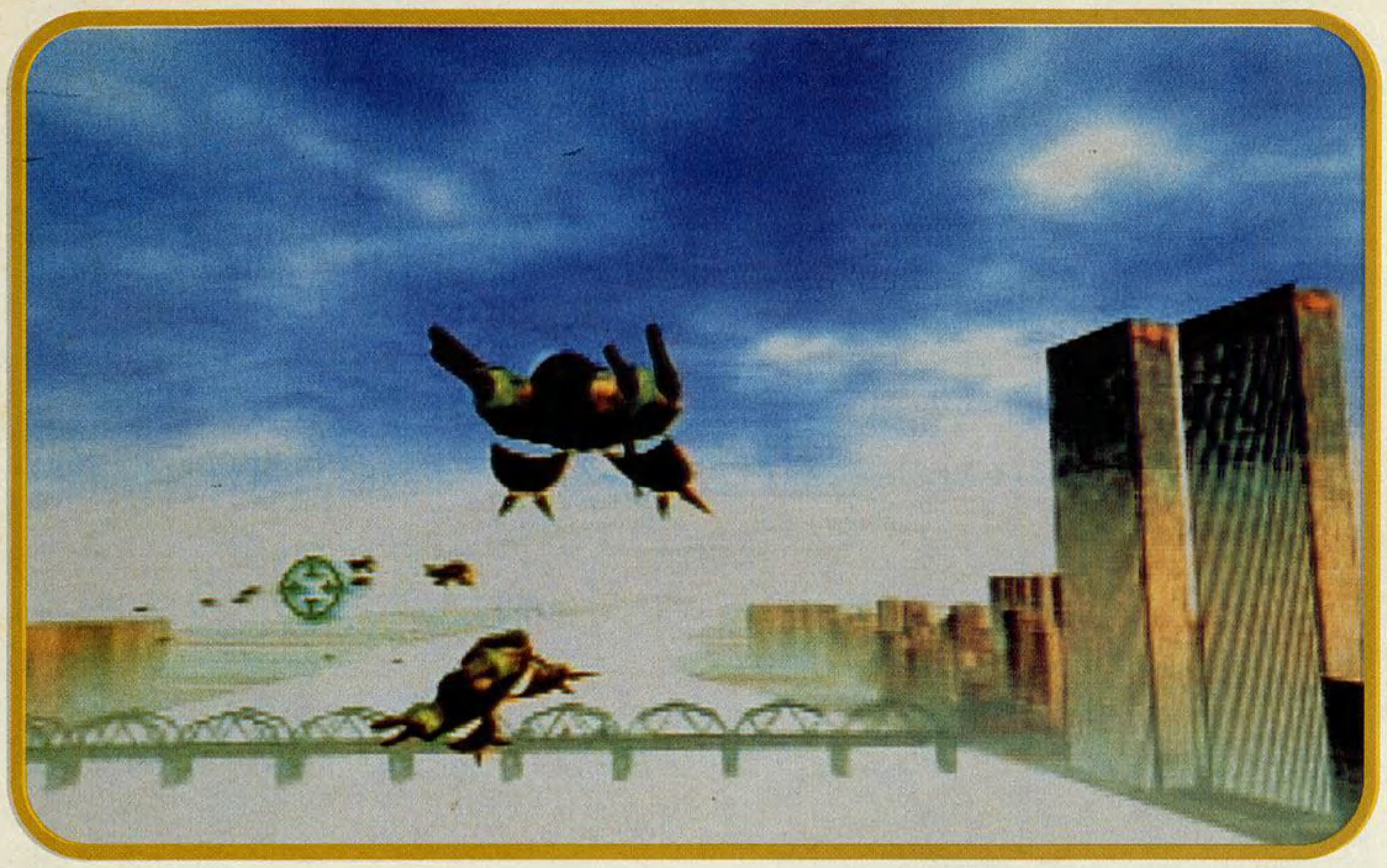


I'll be the first to admit it. I really didn't think the CDi player could handle a fast-paced shoot-'em-up. A slow moving, supermarket trolley of a shoot-'em-up, perhaps, but a fast-moving, nail-biting, eye-ball-bulging blaster? No way! How wrong I was.

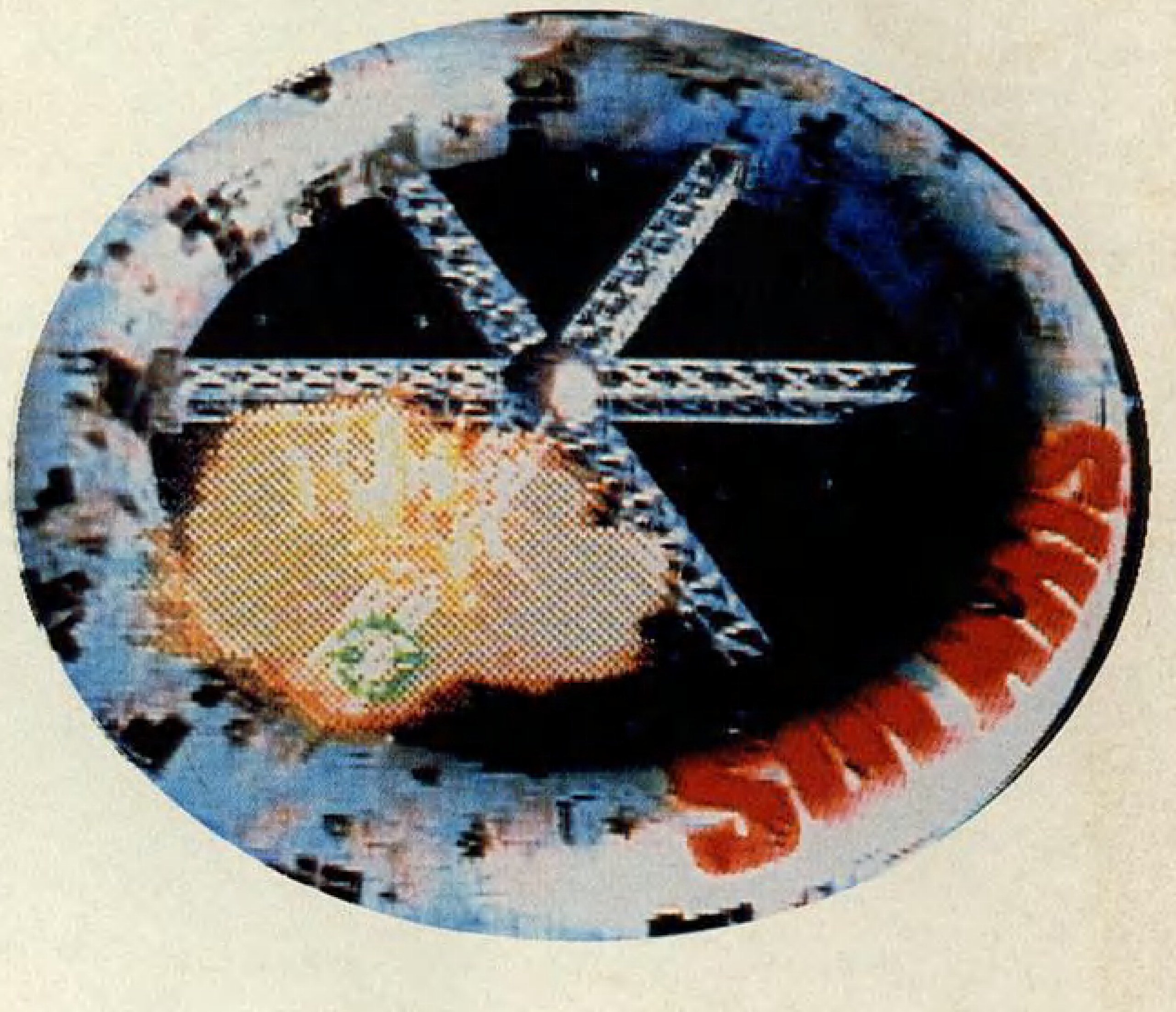
You take the role of Lieutenant Jessica Darkhill, squadron leader. Sitting in the cockpit of a fully-armed, surface-to-air fighter, you must fend off the calculated attack of interplanetary marauding aliens.

The extraterrestrial foes have invaded Earth and are swarming around the globe. Saving the planet will take you through four game stages, mixing blistering arcade action with a modicum of wit wrenching and puzzle pondering.

That's the rub, but who cares when you just want to kick alien butt, and there's sure to be plenty of that with more than 13 different mechanoids, battle cruisers and



Left and middle: huge robotic sprites and fantastically drawn alien craft roar past you at high speed. Bottom: Manhattan cityscape



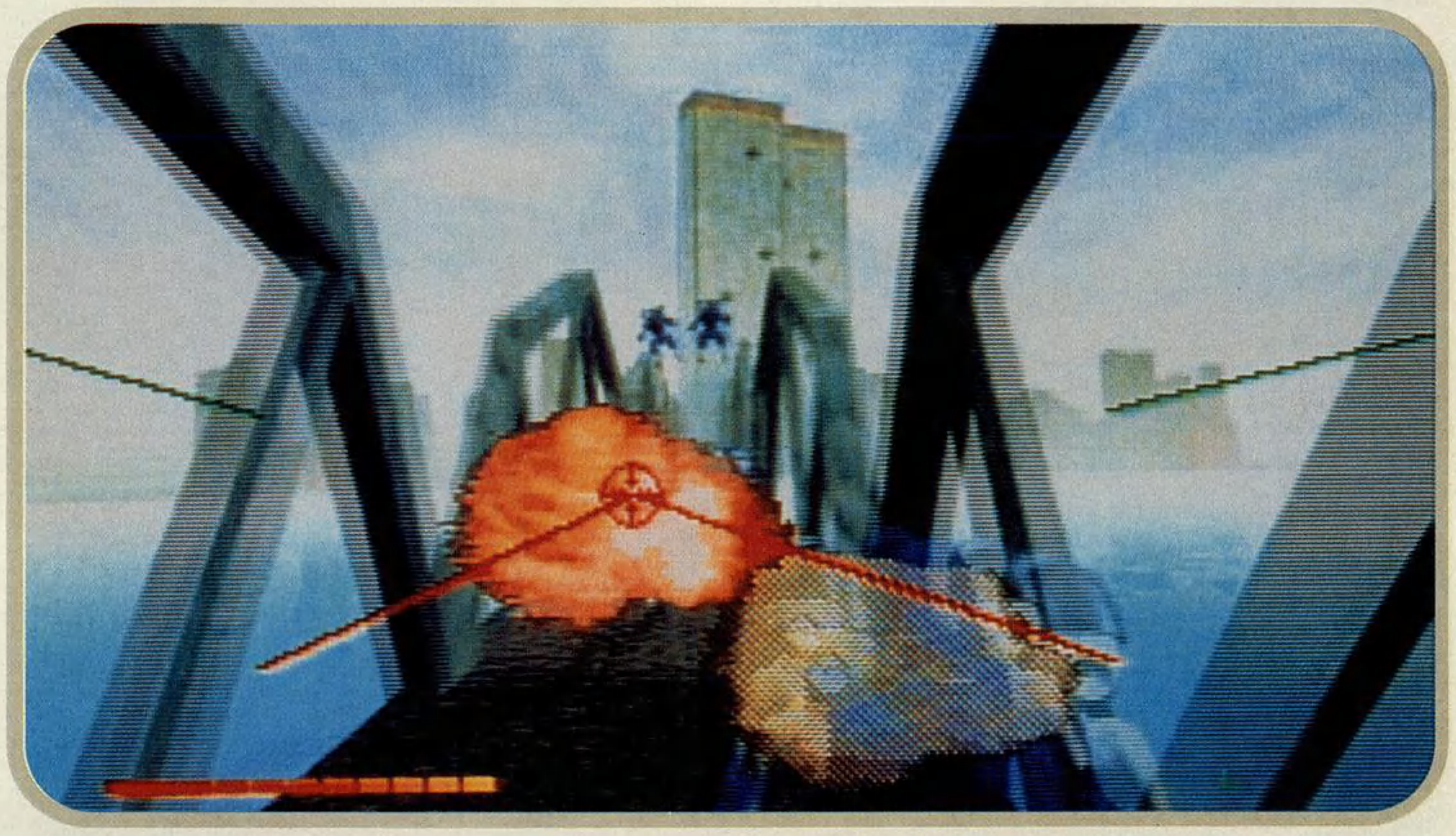
numerous fighters to destroy.

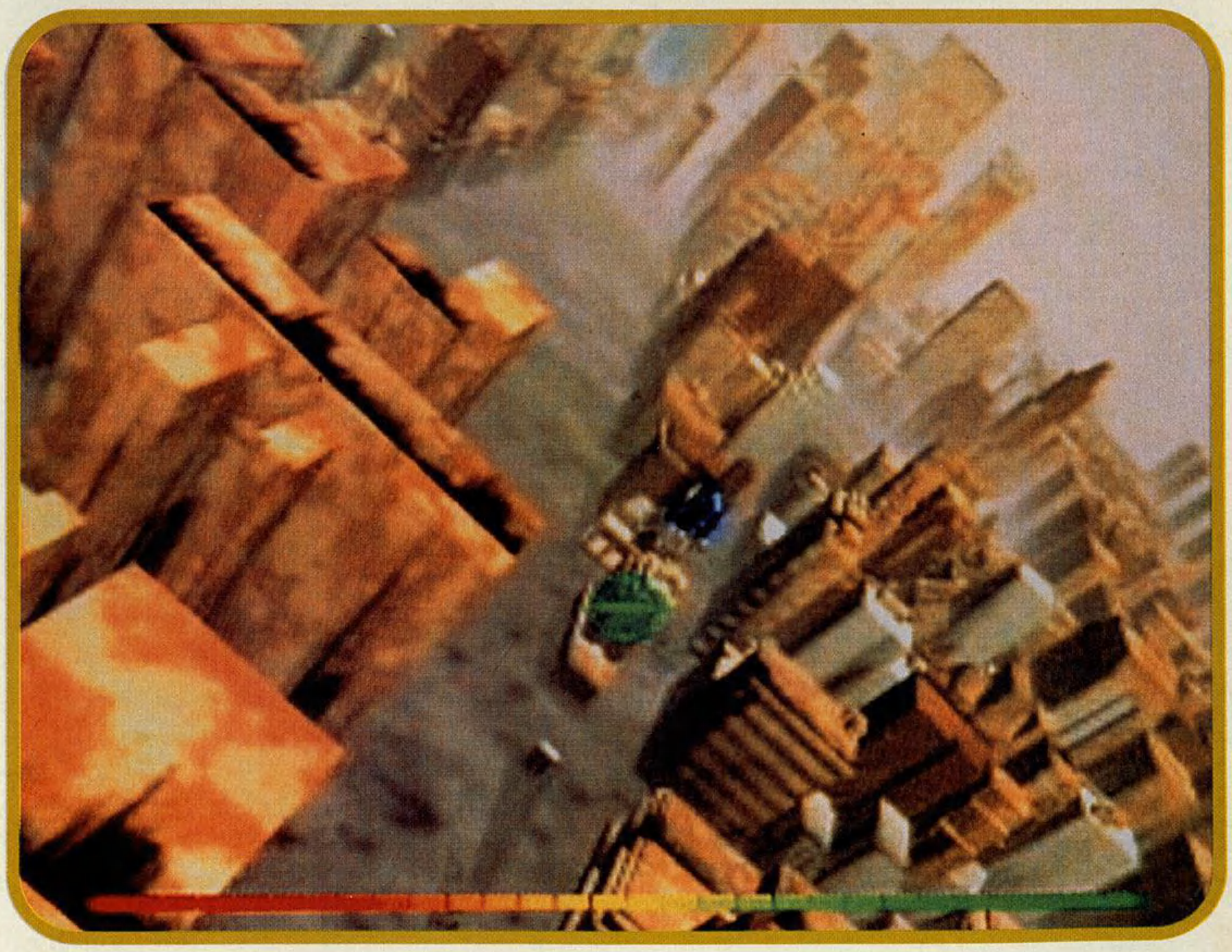
But nothing can prepare you for the incredible speed and frantic action. Huge robotic sprites and fantastically drawn alien craft blister out from the back of the screen and scream past you faster than a barrel of buckshot fired from a twelvebore! And can the backgrounds move? Can Joe Montana run and catch the last bus home?

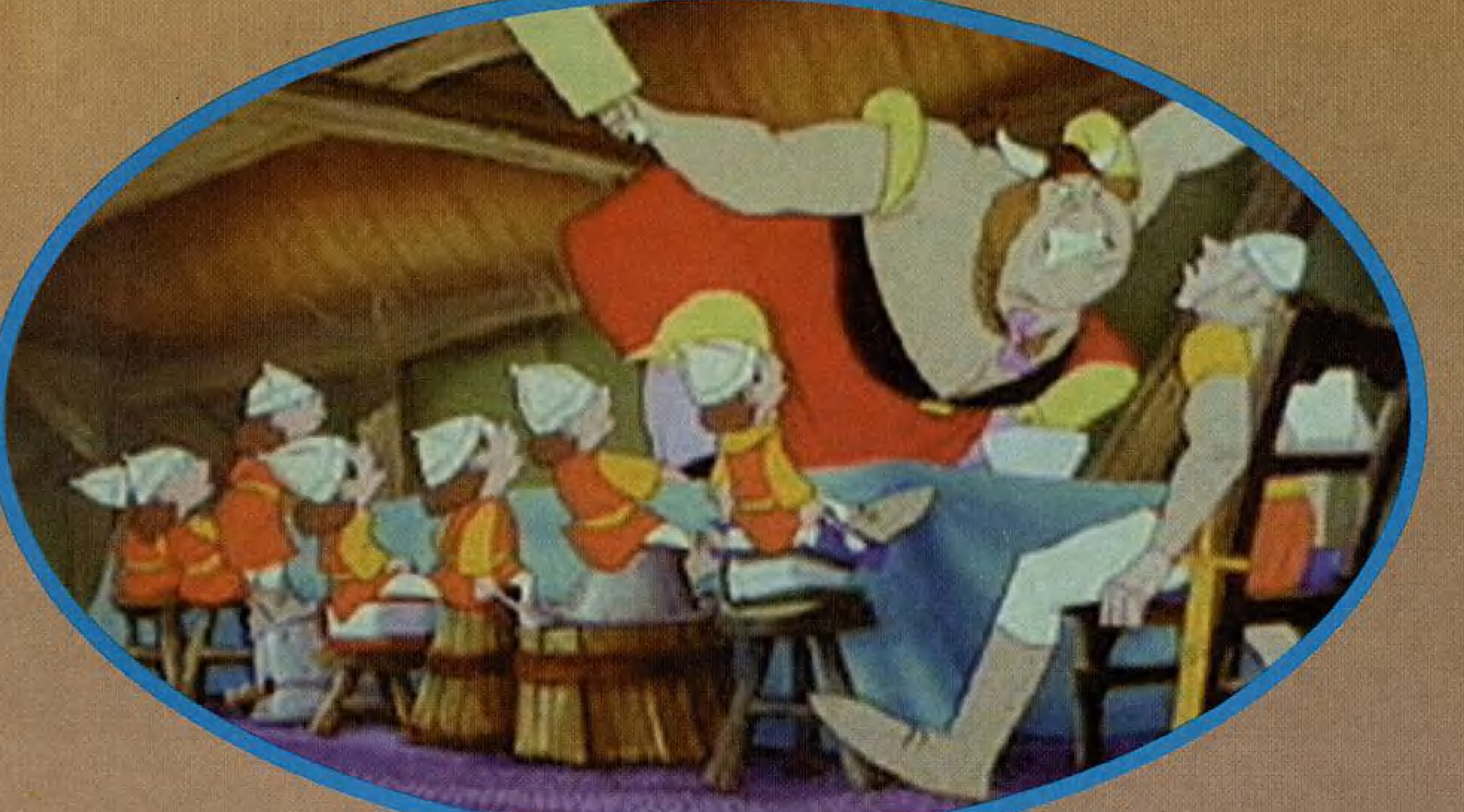
As squadron leader, most of the action takes place from a first person perspective, with you looking down the barrel of a gun sight. All you've got to do is place the cursor over the speeding targets and let rip.

The game's graphics are breathtaking. And giving Johnny Alien a firm slap on the wrist with a heat-seeking laser cannon has never been more fun. First impressions indicate that this game is guaranteed to be a monster. Even if you aren't a great fan of the traditional shoot-'em-up, I defy you not to get hooked the minute you first play Chaos Control. Once again, French software company Infogrames, developer of International Tennis Open on CDi, has come up with a truly stunning game.You'll get a full review in the January issue of CDi Magazine. Start saving now...

Cost: TBA
Out: December
Produced by Infogrames

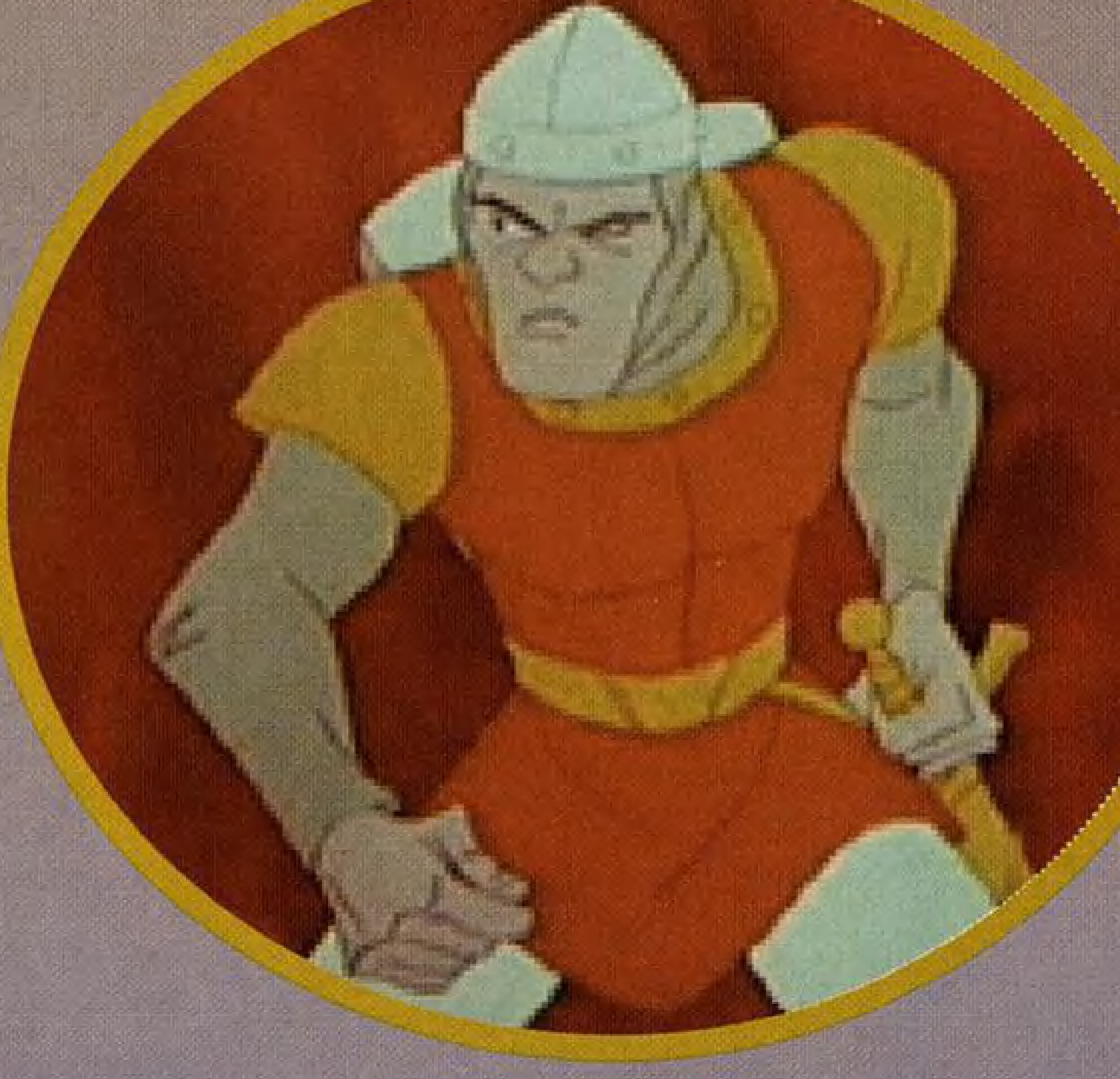






DRAGON'S LAIR II

The Timewarp



More interactive and less complicated, MAT TOOR finds that Dragon's Lair II has smoothed out the wrinkles of the original

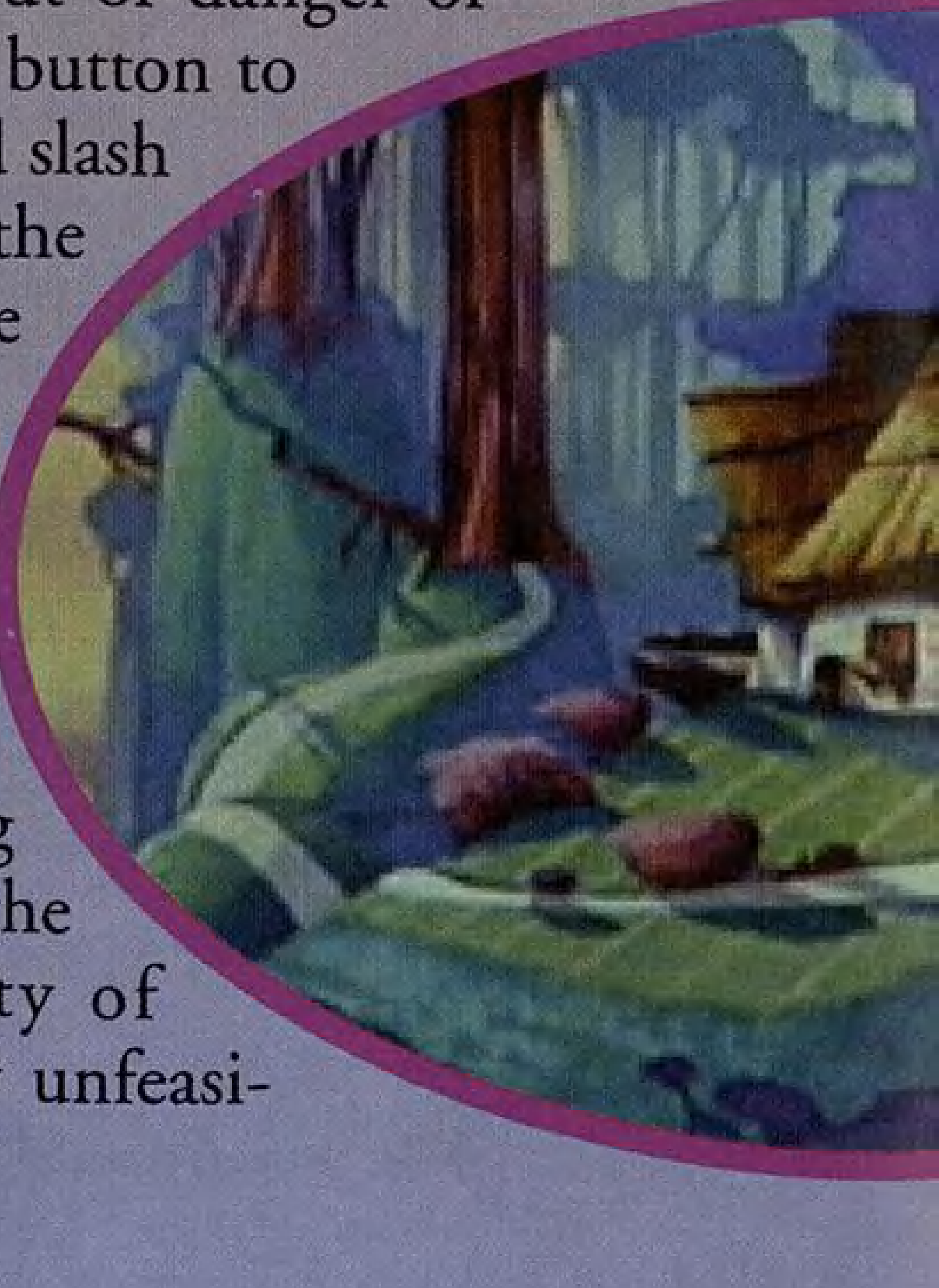
There you are, an off duty warrior, having a quiet bowl of porridge with some munchkin-like kids. Suddenly, out of nowhere, this fearsome Helga in lederhosen rumbles out of the kitchen and starts assaulting you with a rolling pin. She calls you a "dumpkopf!" because you have allowed the Princess Daphne to be kidnapped. It's going to be one of those days again.

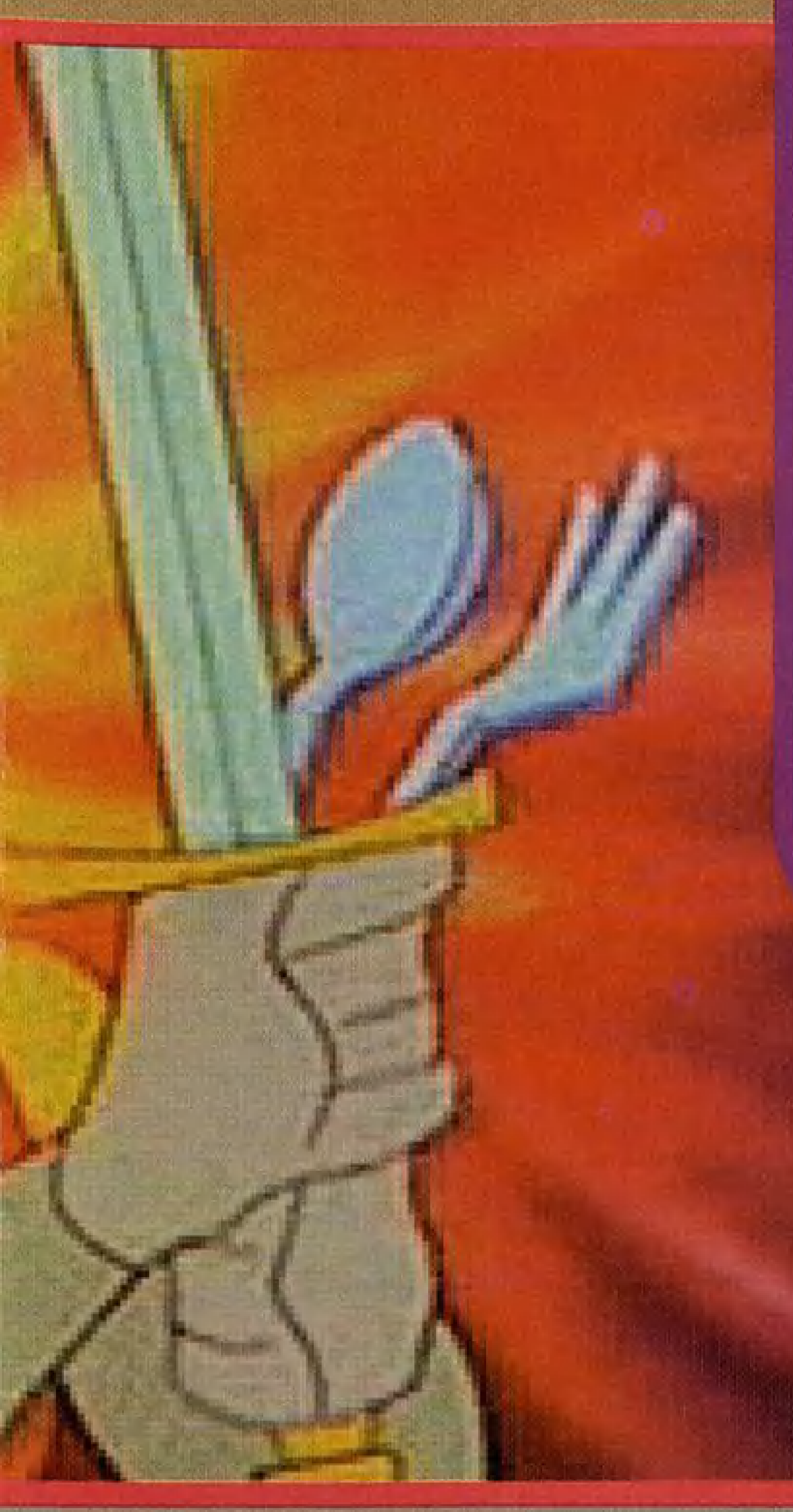
We are back in the fantasy world of Don Bluth - a land where men are gangling but brave, women are buxom but helpless and the kids are so damn cute you want to strangle them all with cheese wire.

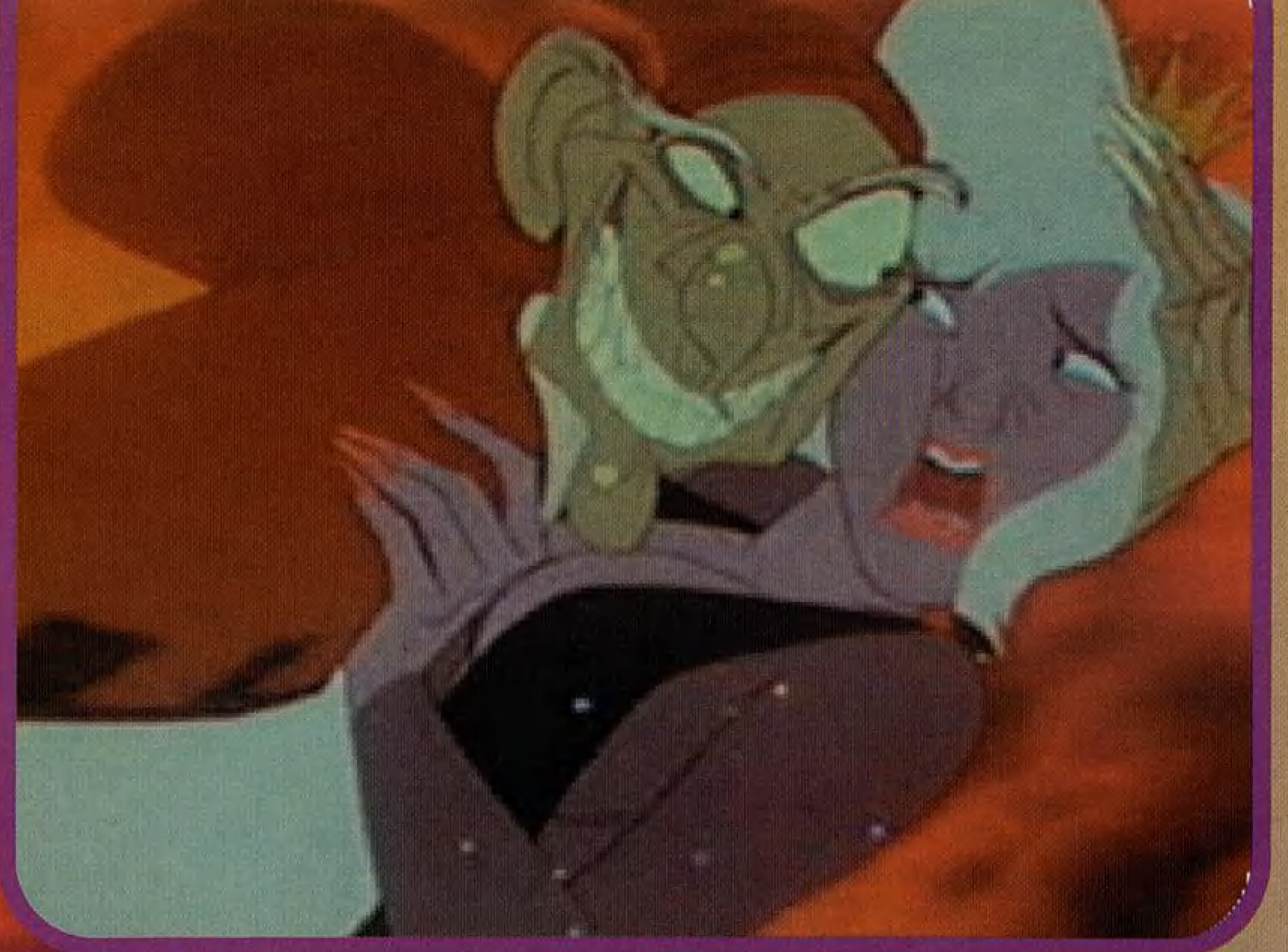
Dragon's Lair II: The Timewarp is the sequel to Dragon's Lair. The storyline concerns the evil wizard Mordrok who has kidnapped Dirk the Daring's girlfriend, the ineffectual Princess Daphne, and shut her away in a "wrinkle in time" (whatever that is). The man's job, as usual, is to pick up the pieces and rescue the maiden before something frightful happens to her. In this instance, being forced to marry Mordrok, wear the "Death Ring", change into a warty old hag and be forever imprisoned in the Timewarp. Curiously, the gang of hideously cute kids is never explained fully (are they Dirk and Daphne's?) but the narrator keeps yelling: "Do it for the children!"

As with its predecessor, DLII features Disney-quality animation and a top-notch soundtrack. Again like the first Dragon, progress through the game is loosely under the control of the player.

This means that far from being a fully interactive movie (if such a beast exists) DLII has a limited number of sequences where the player can step into the action and take control. This usually involves shifting the joystick to steer Dirk the Daring out of danger or pressing the action button to make him hack and slash his sword. Doing the right thing at the right time will allow Dirk to progress and the player to see more of the movie. Do the wrong thing and Dirk will bite the bullet in a variety of colourful, if highly unfeasible, ways.







***Far left:* watch out for the fearsome Helga who attacks you with a rolling pin. *Middle:* what is Dirk doing with a fork and spoon?**
***Left:* poor old Princess Daphne is in trouble again. Will she never learn?**

In between these interactive goodies, the action will carry on regardless of what the player does with the joystick. This "spectator factor" was one of the main criticisms of the original Dragon's Lair - especially as many of the interactive hot spots were separated by long stretches of linear footage.

The good news is that Don Bluth and his team have gone out of their way to take on board these criticisms in the sequel. From the beginning the player is dragged into the action, again seconds later, and so on. Slashing the gap between the interactive bits has made the whole game a more rapid fire, edge-of-the-seat experience.

You dare not blink for fear that you will miss a crucial hotspot and consign Dirk to oblivion.

Of course, the drawback with this approach is that it gives you less time to be a spectator and sit back and enjoy the lush visuals or take in the voices on the soundtrack. But, given the choice between being a spectator and being a participant, I'll take the latter any day of the week.

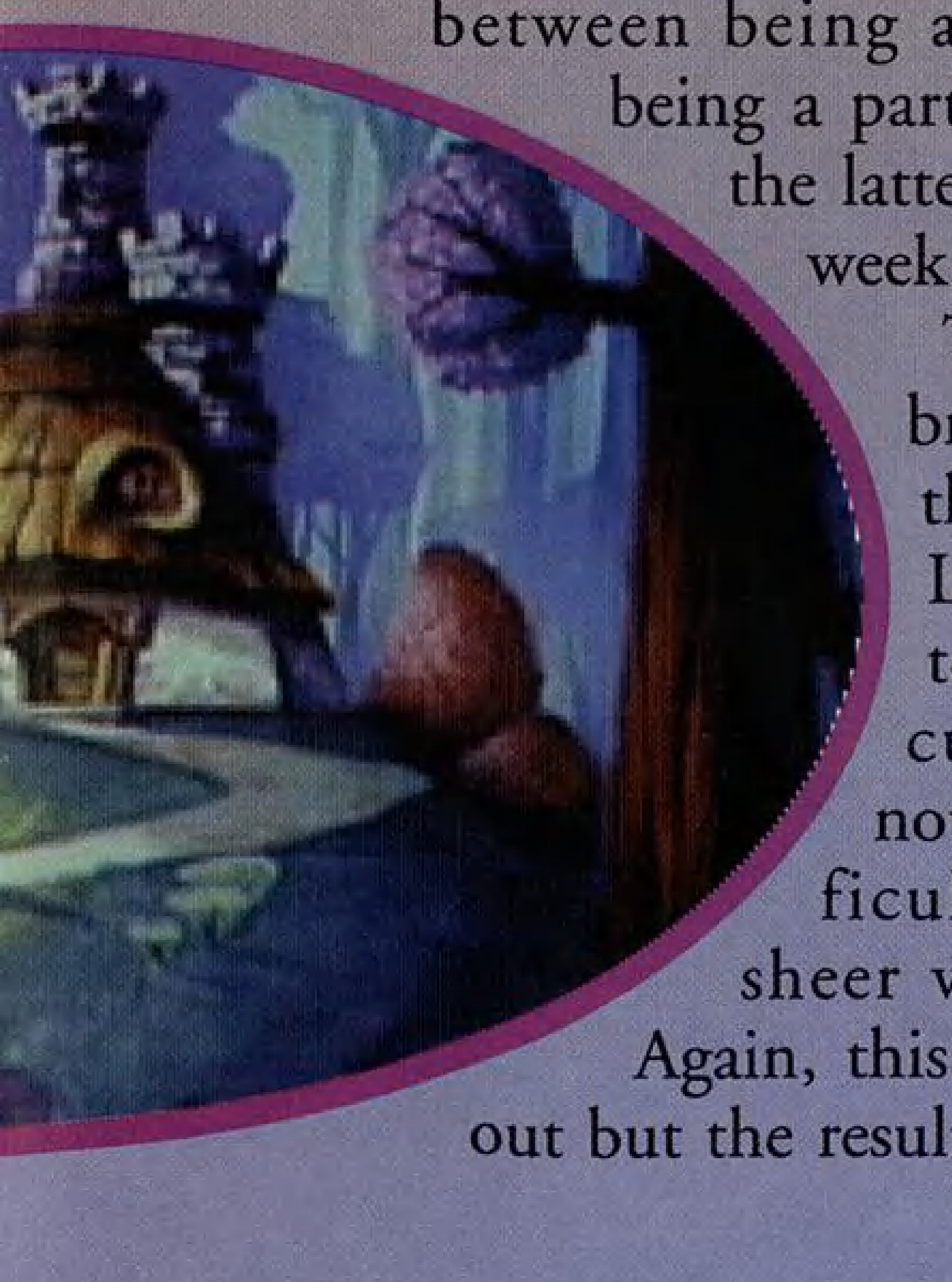
The other main brickbat hurled at the first Dragon's Lair is that it is too darned difficult - there was not so much a difficulty curve as a sheer vertical incline. Again, this has been sorted out but the result this time is not such a complete success. Basically, the game tells you what you should do next by putting a magical glow on the required manoeuvre. If Dirk needs to use his sword, for example, the weapon will glow brightly moments before it is needed; if Dirk needs to jump to the ledge on his left, the ledge will have a brief burst of St Elmo's fire.

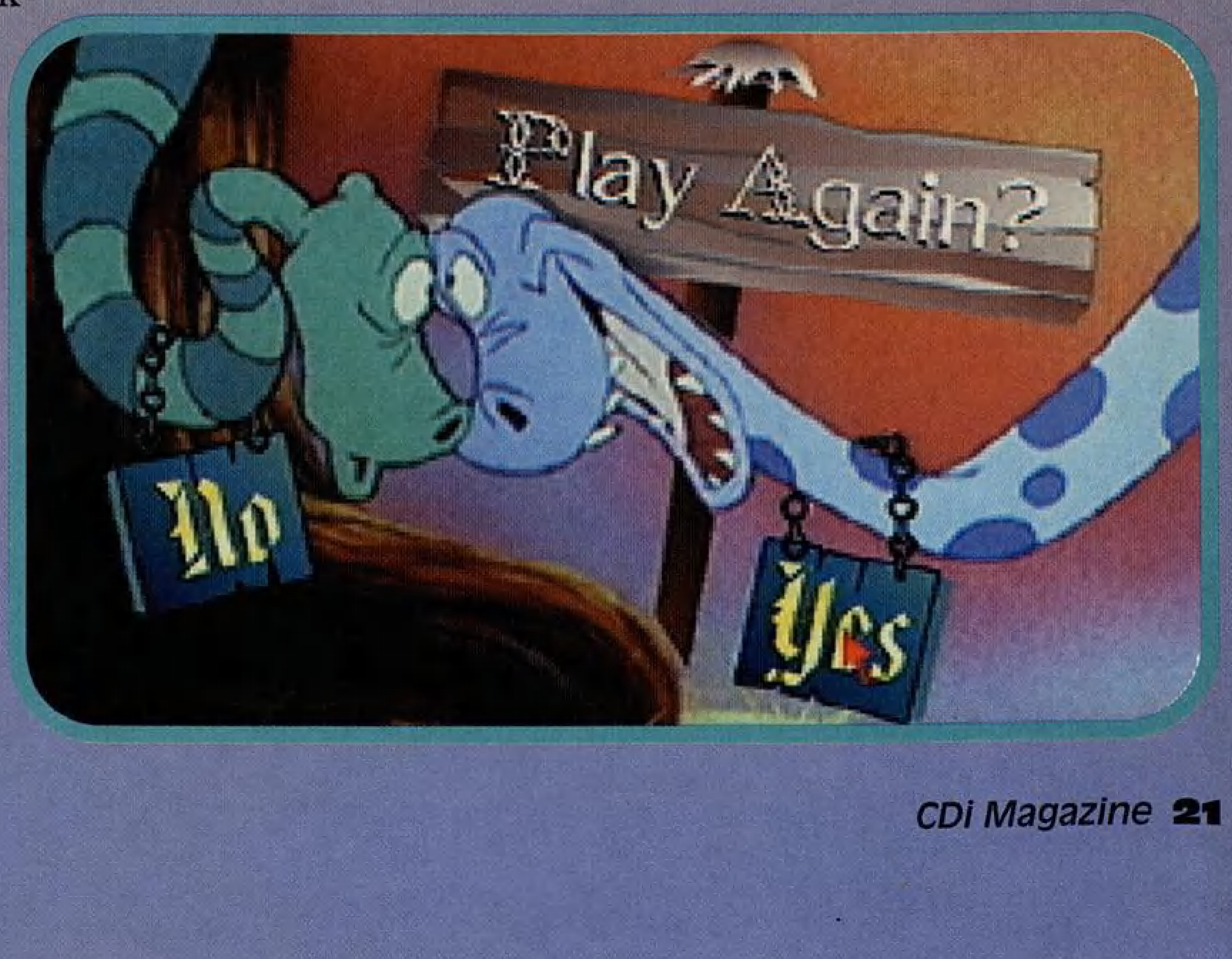
This makes the game a whole lot easier and eliminates most of the tedious trial and error involved in the original game. Unfortunately, it also means that you are always on the lookout for the orange glow instead of at the actual on-screen situation. Indeed, you can quite soon become oblivious to the stunning visuals and plot twists and simply play the game like a "Simon Says" test of your reflexes. Perhaps an option to switch this feature on or off would have been a happy compromise between ease of use and longevity.

In the end, a verdict on Dragon's Lair II comes down to whether you enjoy this kind of limited interaction video game or "game video" as some magazines are starting to call them. I find them curiously addictive in a mindless way - although the occasional frustration attack can make you want to throw your CDi player at the nearest domestic pet in a bid to create some genuine interaction (only joking, animal lovers). Overall, DLII is a fine example of the genre: the animation is exemplary, the pacing snappy and the interactive hot spots plentiful and varied.

Cost: $49.98
Out: November
Produced by Superclub/ICDI

PLAY AGAIN?
YES
NO





AXIS & ALLIES

LAURIE YATES returns to the history of World War II with a look at AXIS & ALLIES on CDi

RATINGS

Graphics: 75%

Sound: 85%

Interactivity: 85%

Overall: 85%

Cost: $49.98 **Out: Now**

World War II is back — for better or worse — in Philips's engrossing translation of Milton Bradley's popular board game, Axis & Allies. War may be hell, as General Patton once observed, but wargames have been a staple of computer gaming since the late 1970s, when hex-grid electronic translations from companies like Avalon-Hill and SSI became a major software category.

Fortunately, modern war game simulations like Axis & Allies have been greatly simplified since those early days, with more realistic graphics and user-friendly interfaces operational even by cyber-cadets.

This strategy simulation begins in 1942, with the war in full swing. The Germans have already swept through Europe like the wrath of Satan, while Japan has enjoyed a series of naval triumphs in the Pacific.

The United States, meanwhile, has geared up its war machine and has just begun to make its presence felt in the conflict, while Russia plays games of deception with both sides and the United Kingdom stands alone against Hitler's seemingly impregnable Fortress Europa.

Axis & Allies allows gamers to assume command of the aircraft, ships, tanks and infantry of the major powers: Germany, Japan, USSR, UK and the US. The user must thereafter employ their sharpest military strategy and tactics, while simultaneously monitoring their home country's economic status.

The gameplay is very straightforward. The opening option allows players to run a tutorial or advance directly to the front. Gamers purchase weapons, while remaining within their fiscal parameters; move units, by highlighting the troops to be moved and then clicking on their destination; and resolve combat, via head-to-head engagement at sea, on land and in the air.

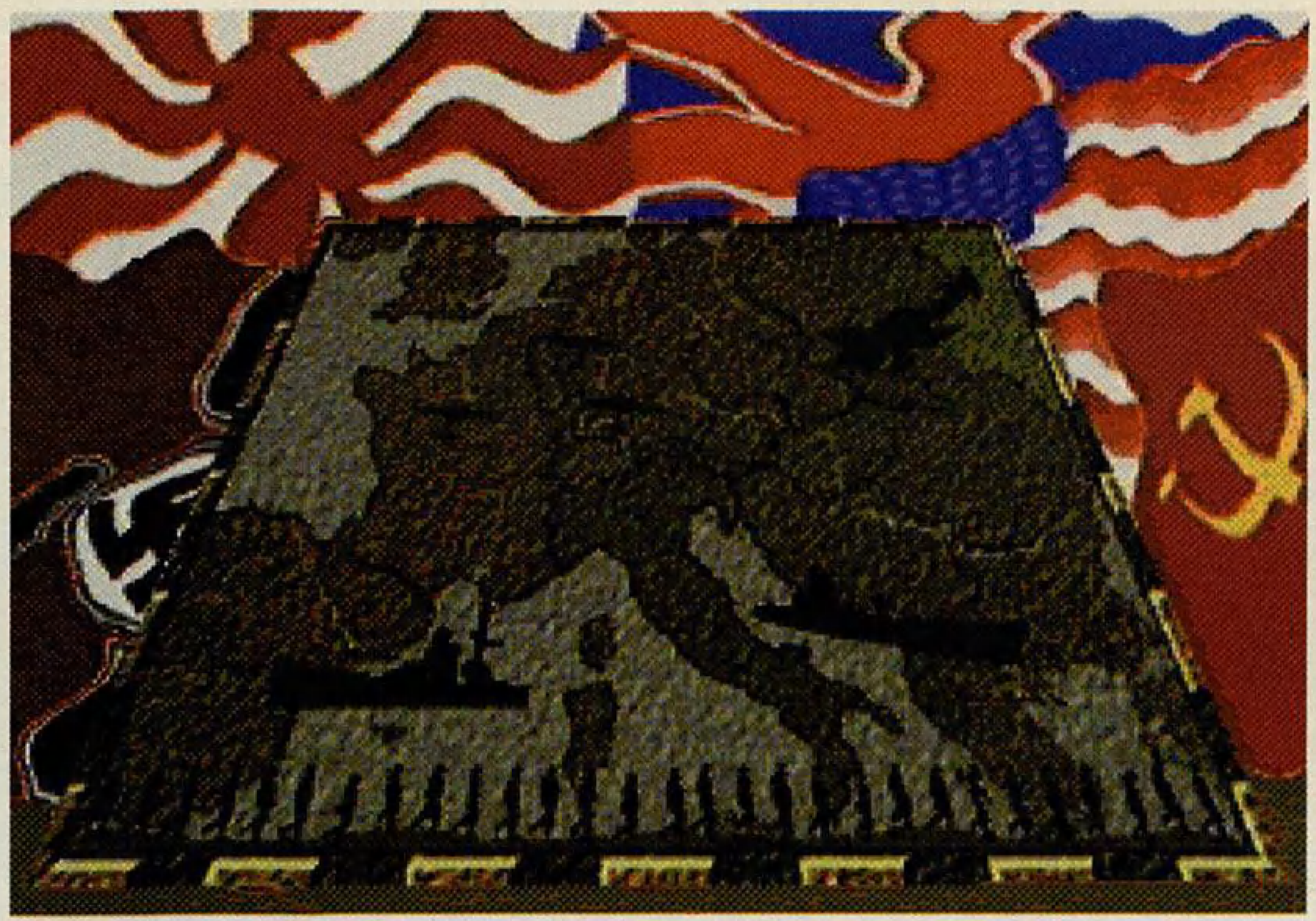
After each engagement, the mop-up procedure follows, with non-combat movement, which requires the troops to return to base, and the placement of new units to set up the next turn. Finally, gamers collect income for each area under their control, so new units can be purchased.

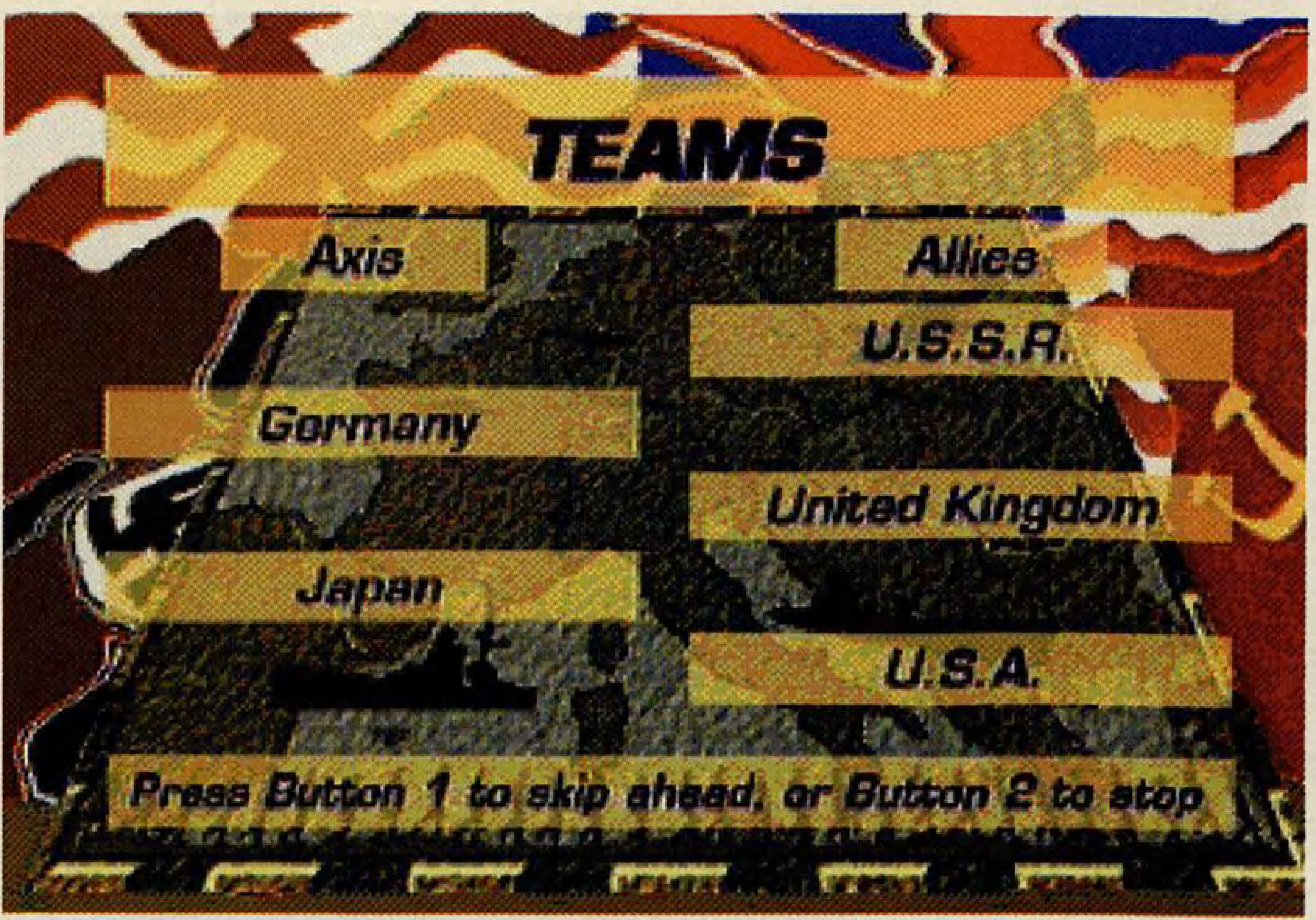
Axis & Allies' graphics are solid, if not spectacular. The simplified global and close-up maps, in addition to the intuitive icons, make troop deployment a no-brainer, while the strategy behind the deployment is deep enough to keep even combat sim veterans entrenched.

Among the game's highlights is its incredibly vivid World War II full motion video footage, which brings an edge of reality to the simulation which could never exist within the context of a board game. The martial soundtrack keeps the troops' spirits up, while the realistic audio effects bring the sounds of war right into your living room.

Five gamers can compete at a time (taking turns), or the CDi player can take control of any or all of the countries and fight it out against the player's army.

As the world reflects on the fiftieth anniversary of D-Day, and the lessons that have been learned, being able to experience the war without the loss of a single life turns a tragedy into an entertaining intellectual exercise.




TEAMS
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Allies
U.S.S.R.
Germany
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Japan
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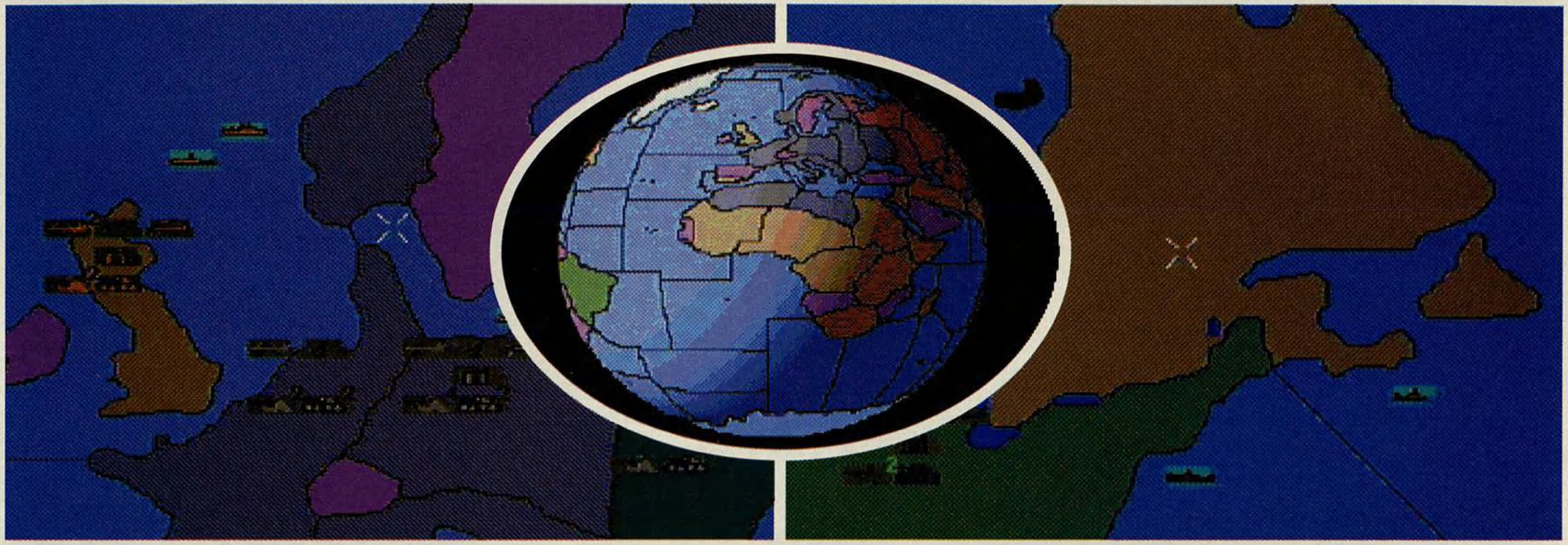
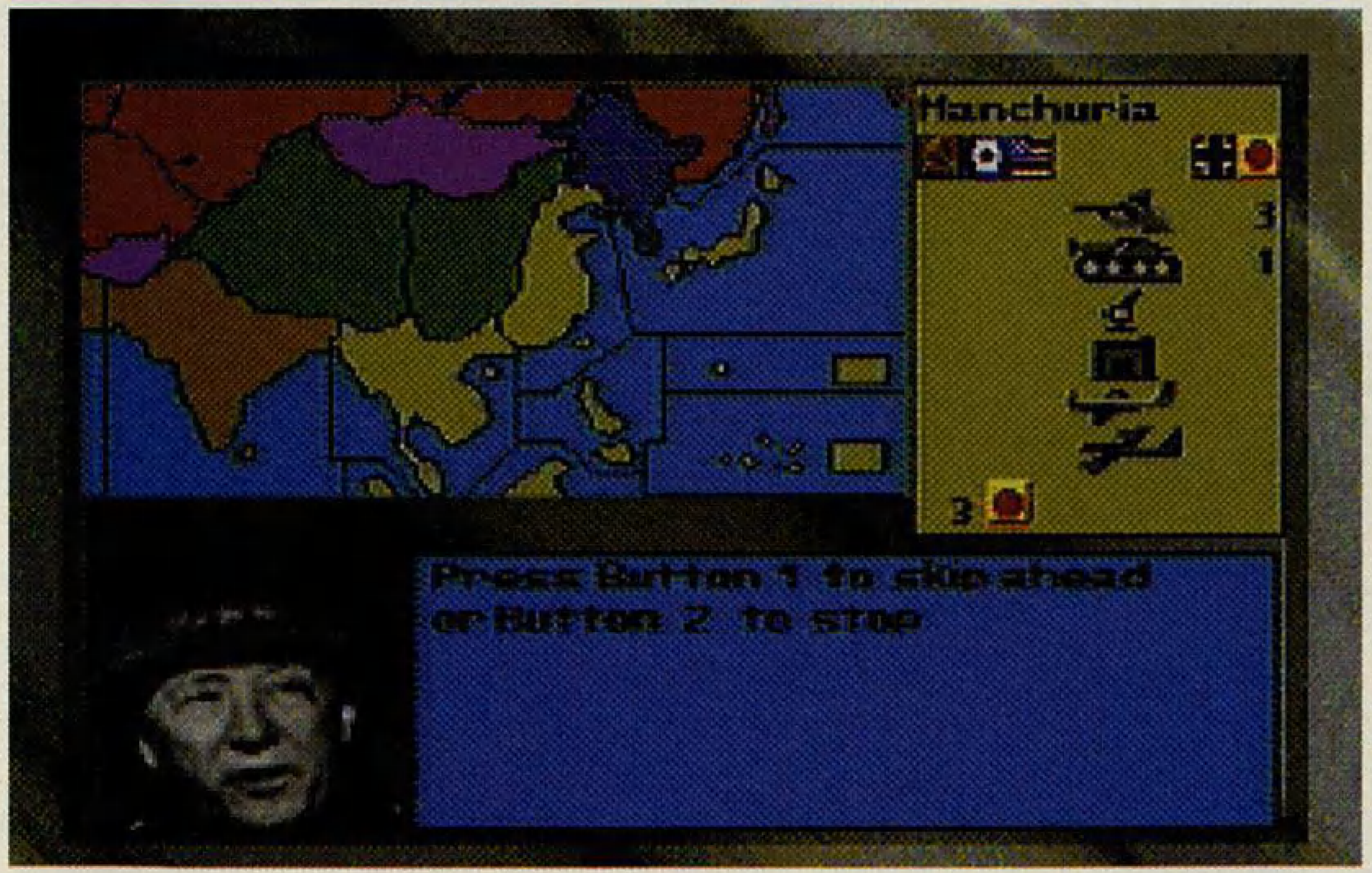
Press Button 1 to skip ahead, or Button 2 to stop

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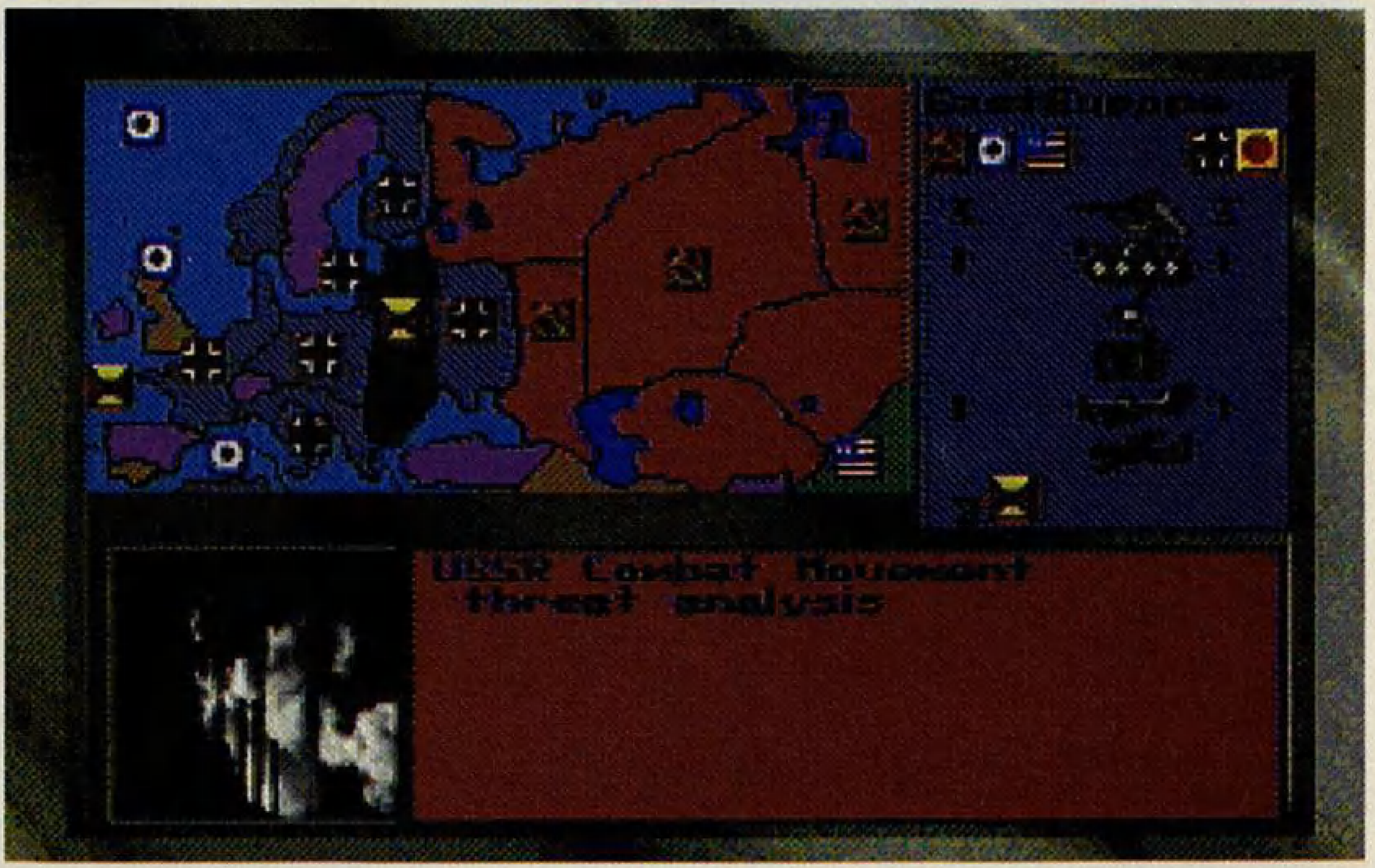
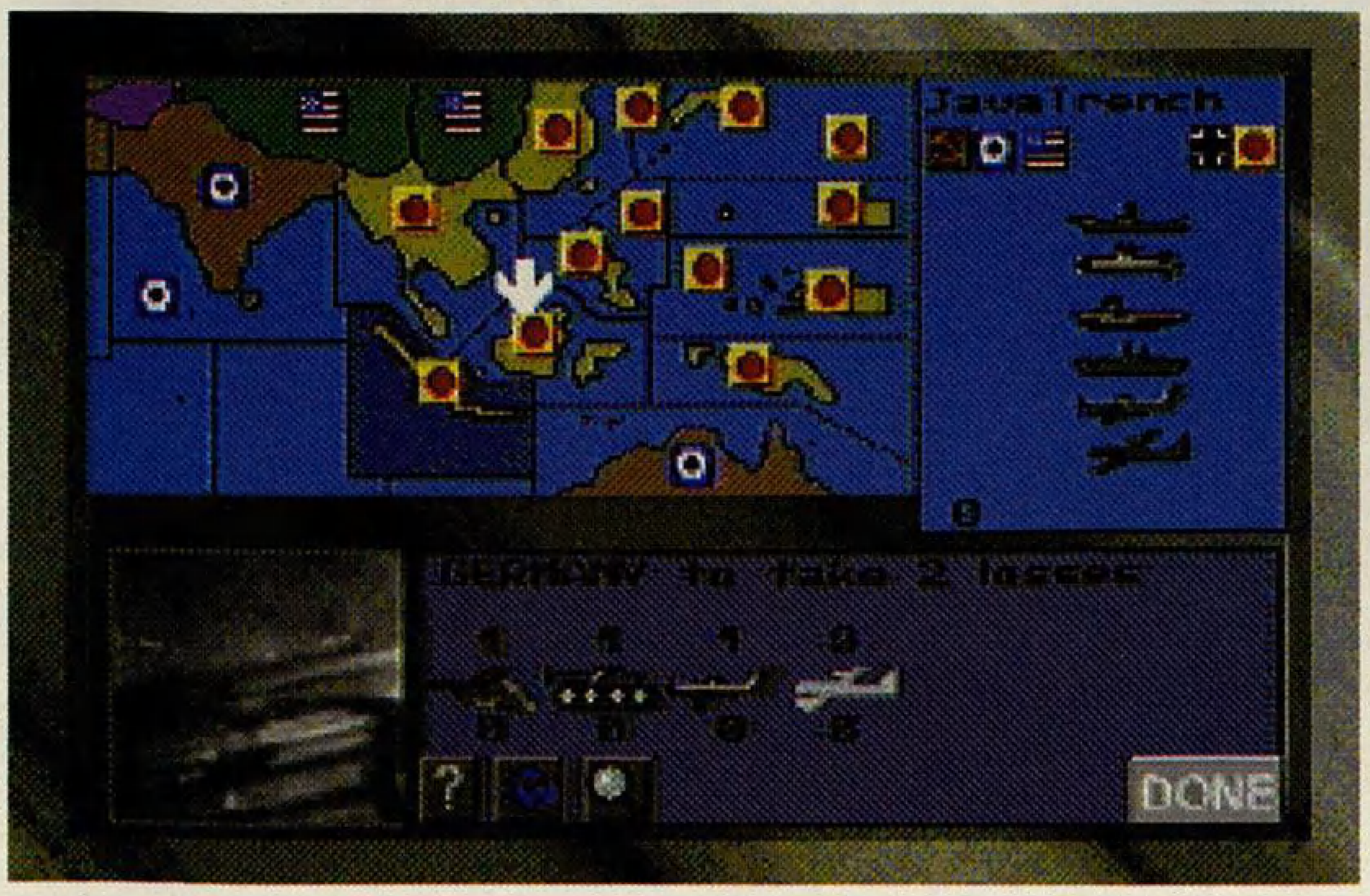


USSR Combat Movement
threat analysis


Java Trench
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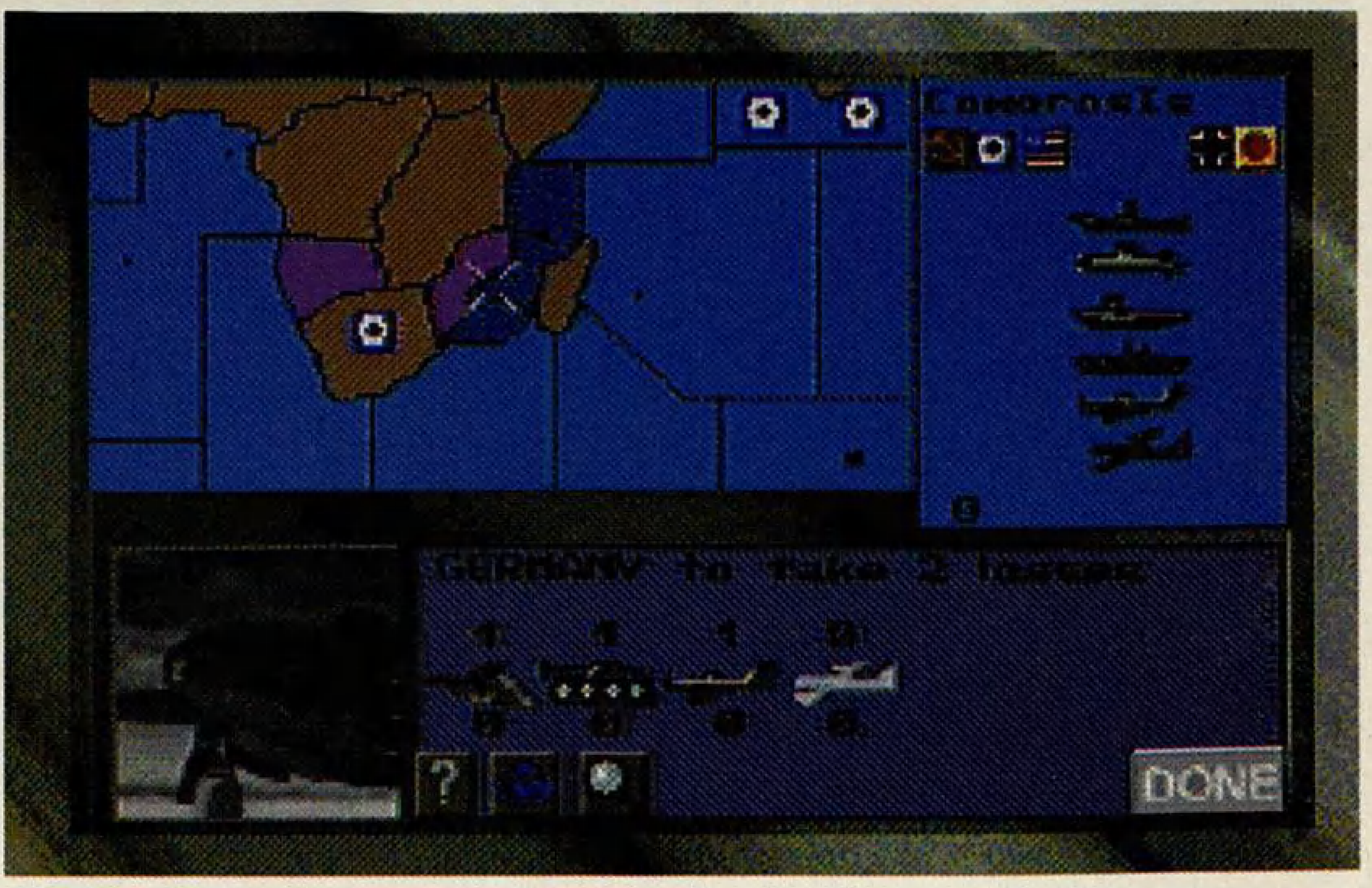
DONE

GERMANY to take 2 losses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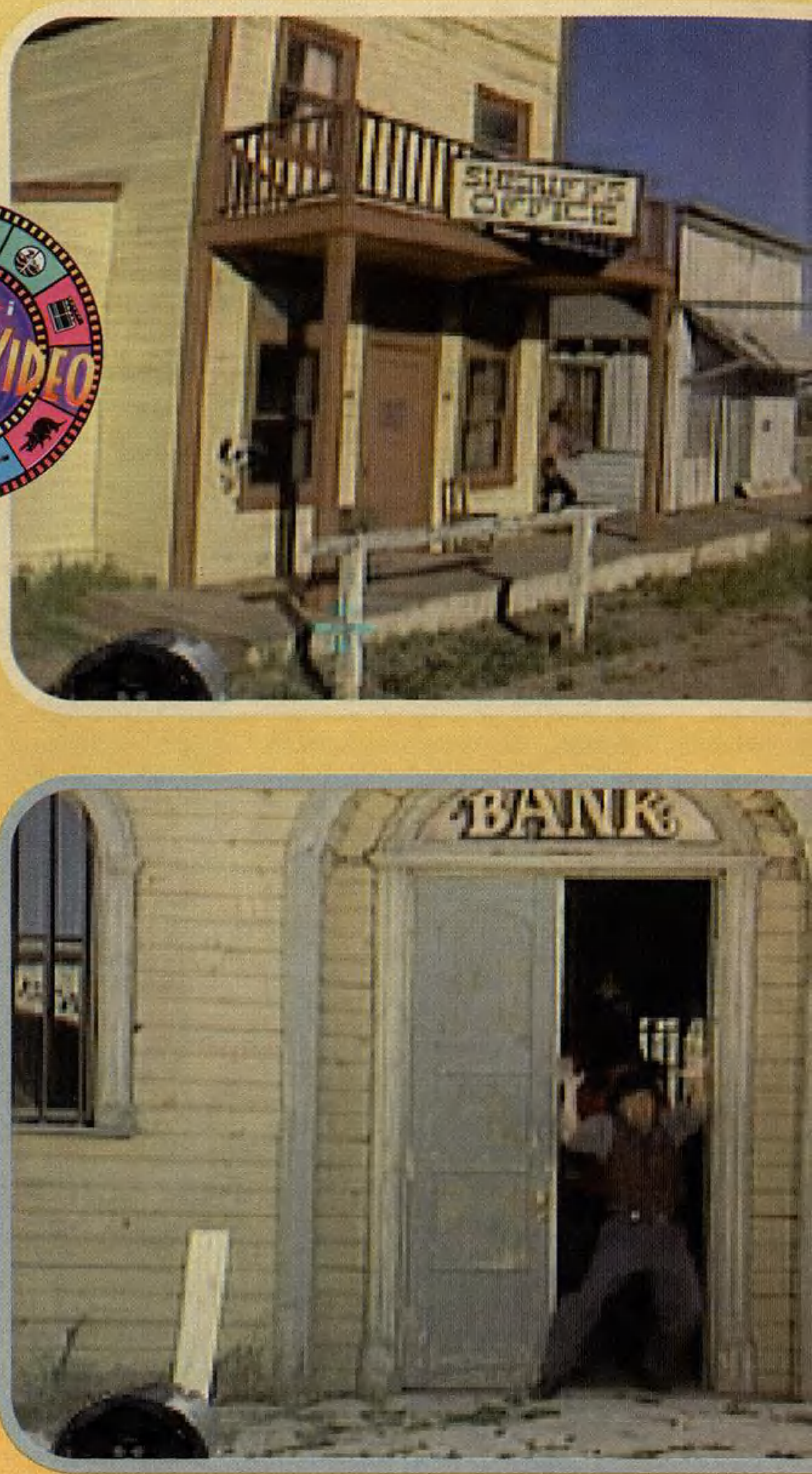
GERMANY to take 2 losses

MAD DOG McCREE

Under a hail of bullets and blood, cheroot-chewing, trigger-happy PATRICK BATEMAN is transported to the Wild West of Wyatt Earp in the brilliantly executed Mad Dog



Above: shoot your way past the sheriff's office and the bank as you take on Mad Dog McCree and his merry band of bandits

Fill your hand, you no good sonofabitch!" shouted the 32-year old TV journalist as he unleashed a volley of shots across my living room. "Yeeehaah! Eat dirt, varmint!" added the 31-year old legal reporter sitting next to him on the sofa (the names have been omitted to protect the embarrassed, but you know who you are guys...)

Be warned. This type of behaviour is common among grown men (and women) who start playing Mad Dog McCree on CDi. There's something irresistibly regressive about the corny cocktail of B-Movie clichés and bogweed dialogue reproduced in stunning full-screen video and stereo audio on your living room TV set. And then, of course, there's the gun...

It may be plastic, it may be an inauthentic sky-blue colour, and the legend "Featuring Air Mouse™ Technology" may not mean much to Wild Bill Hickock, but there is one thing in its favour — it makes a really satisfying "Bang!" when you pull the trigger.

But enough of the impressions and on to some hard facts. Mad Dog McCree was a big hit in the arcades back in 1990. As with Dragon's Lair, the game used a LaserDisc player to reproduce TV-quality visuals but added an extra layer of interactive hi-jinks by including a pistol rather than a joystick to control the action. It may be ethically dubious, but there is something appallingly enjoyable about pointing a gun at a screen, pulling the trigger and seeing a real person bite the dust. (After all it is only a game).

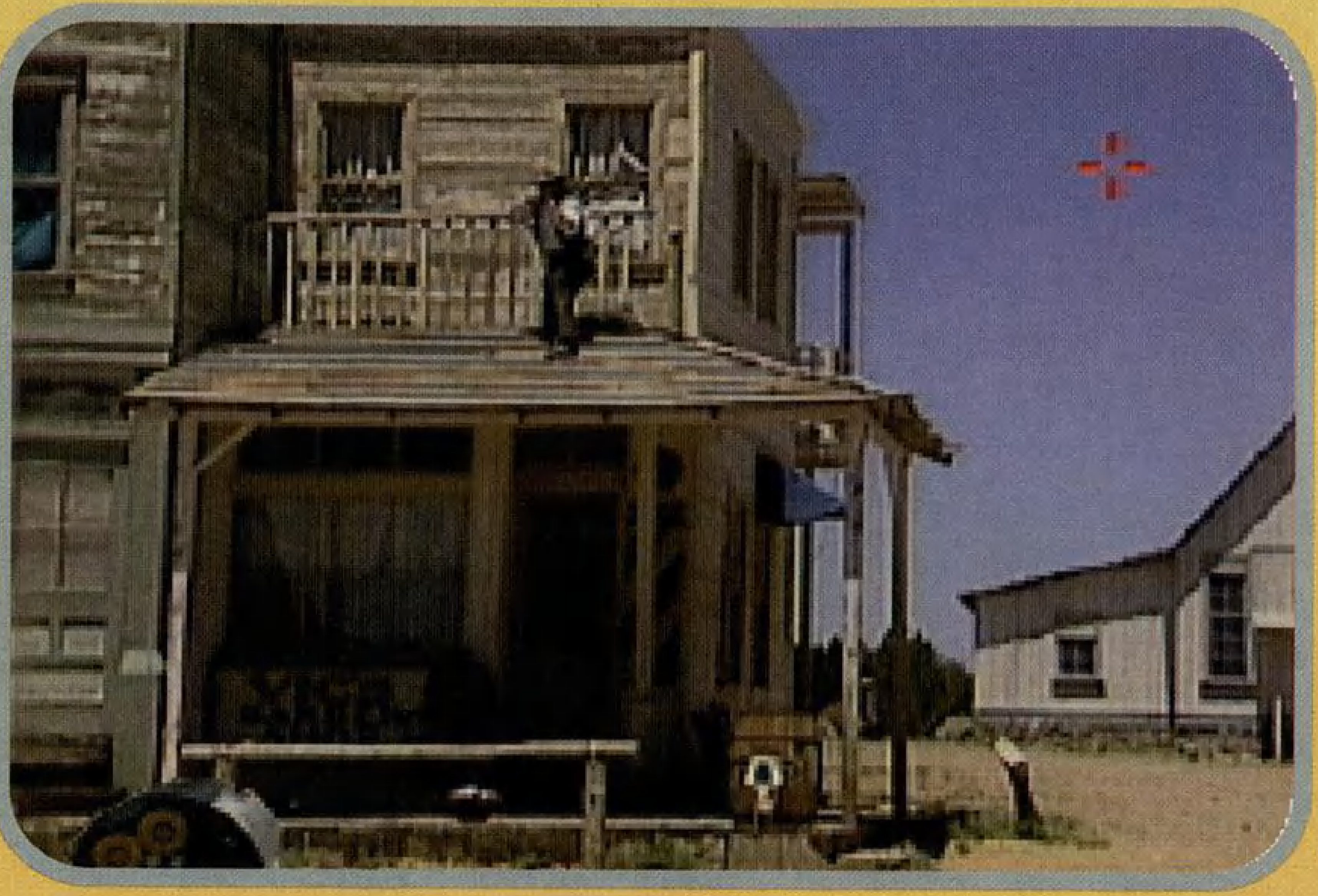
The gameplay is simple but effective. The screen presents a first person view of the action, as seen by a gunslinger whose aim in life is to rid a God-fearing western town of an evil band of no good outlaws led by not-very-nice Mag Dod McCree. (Apparently he was going to be called "Geoffrey" but someone decided at the last minute that Mad Dog was rather more appropriate!)

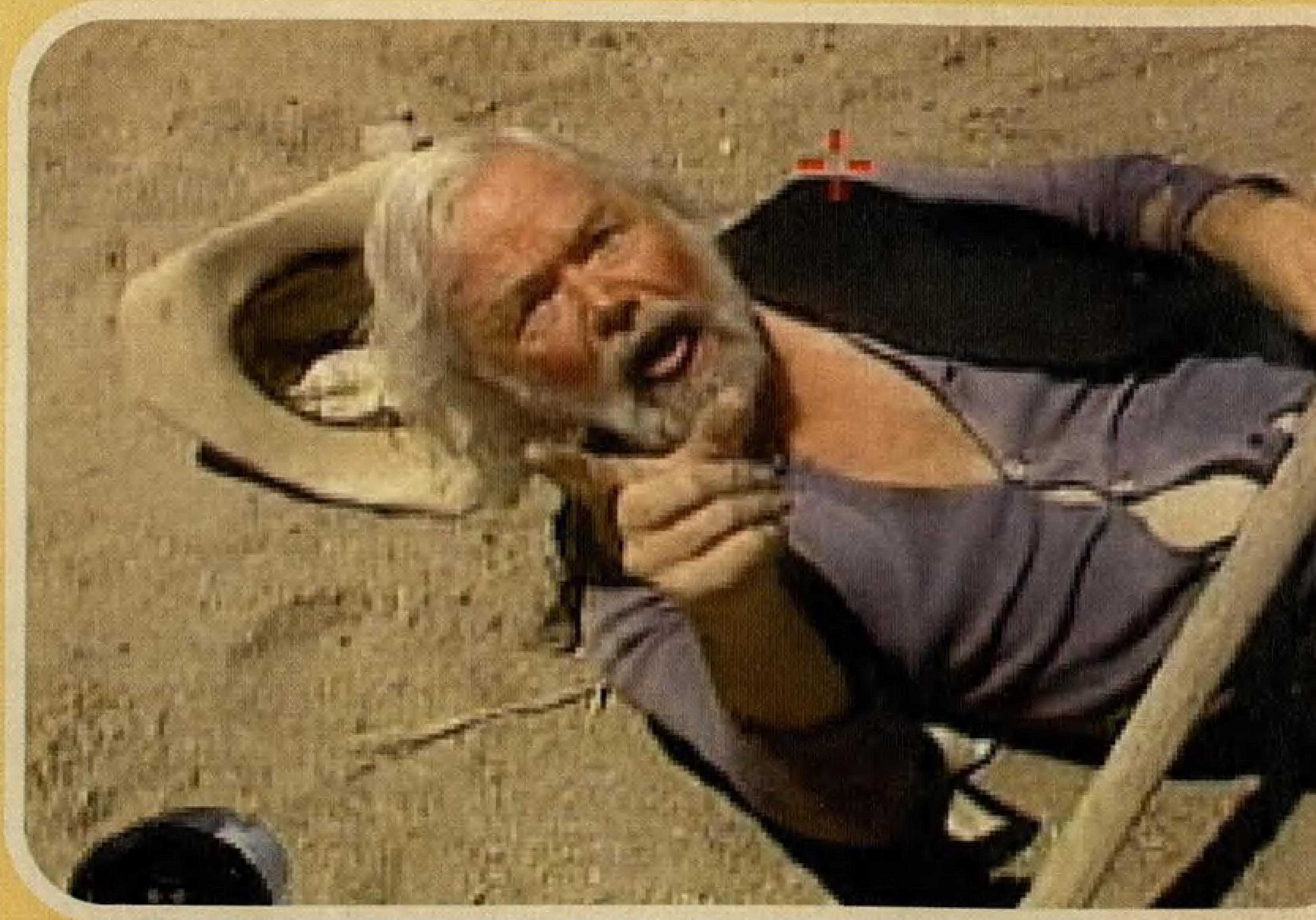
The plot (as such) unfolds only if you blow away the bad guys. Though you can fire at the screen continuously, your shots can only hit people when a revolver icon, complete with bullets, appears at the bottom left-hand corner of the screen. As you would expect, firing a shot uses up a bullet, but you can reload instantly by aiming your pistol at the icon and pulling the trigger.

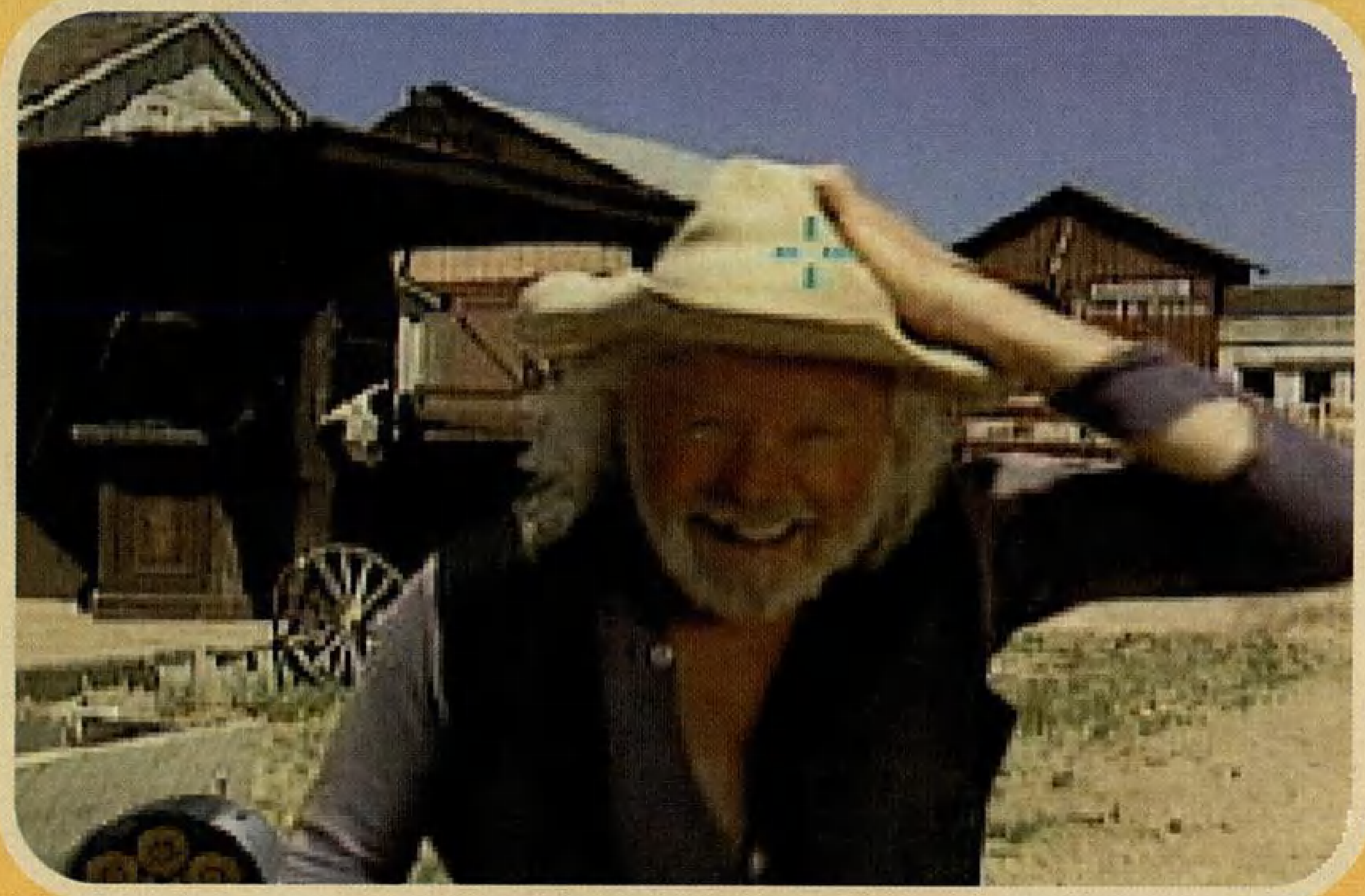
In between the shoot-outs, non-interactive video footage gives you clues as to what you should do next. At the beginning of the game, for instance, the old codger wearing long johns tells you that you have to free the sheriff from the jailhouse — and that the keys are in the saloon. That is unless you've let one of Mad Dog's goons shoot him, whereupon all he says is: "Arrrrrggggghhh!"

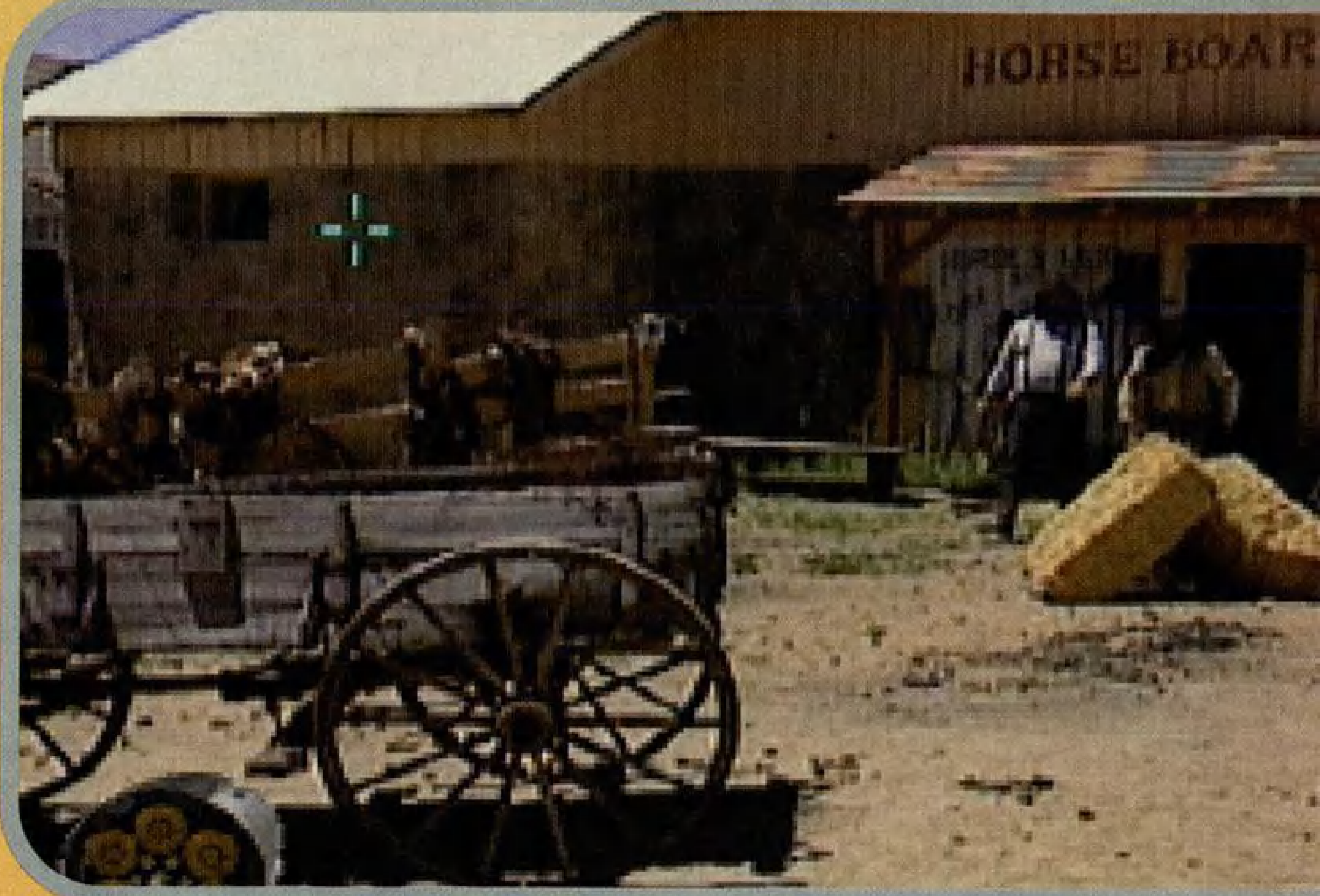
Occasionally, you are whisked off to a duel with a vicious looking bad-guy (you can almost smell the cheap liquor and chewing tobacco on his breath). In these instances, the standard revolver icon is replaced with a picture of a holstered gun. When the outlaw reaches for his weapon you have to unholster your weapon by shooting at the icon, and then take a bead on the villain. Success is rewarded with a spurt of digitised blood and a hammy death scene. Failure gets you yet another monologue from the doctor/undertaker, who, I guarantee, you will be seeing an awful lot of.

Mad Dog McCree on CDi has improved enormously on the early preview copy we saw. The game has









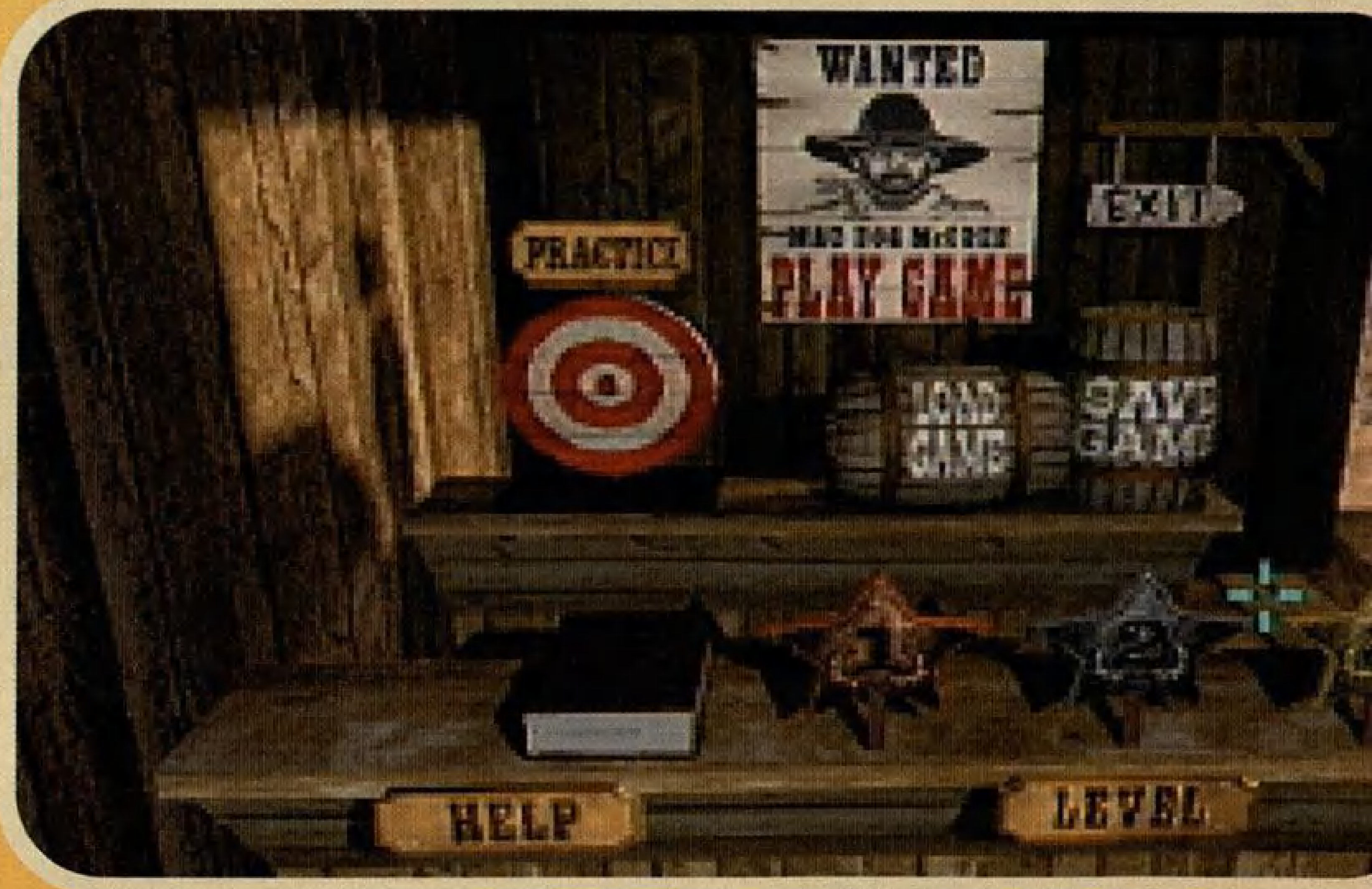
been made a little easier (you now have five lives instead of three) and you've got the option to skip non-interactive video sequences by shooting at the screen.

And the game now auto-detects just how far you got through a previous sequence before you were shot — and remembers it when you begin your next life. So, for instance, you don't have to repeat the same old showdown with the dude you've just killed outside the saloon roof every time you are struck by a bullet inside the bar. These changes help keep in check the frustration factor that often bedevils DV games.

But best of all is the gun itself. It's a pity it relies on cable instead of infra-red technology (Sega's Justifier, for instance), but Philips claims it was already cutting things pretty close to keep the bundle's price down to $79.98. Anyway, after a few minutes — and a couple of shots of the local saloon's finest Bourbon — my friends and I were blissfully ignorant of the wires trailing across the living room. In fact, the living room itself had faded as we were transported back to the old Wild West while fanning our revolvers and chewing on our cheroots.

Beautifully presented, cleverly packaged and marvellously executed, Mad Dog McCree on CDi is possibly even better than its arcade incarnation. And with CDi, you can at least draw the curtains and lock the doors before you make a complete and utter jackass of yourself. Don't say you weren't warned!

Produced by CapDisc



RATINGS

Graphics: 94%

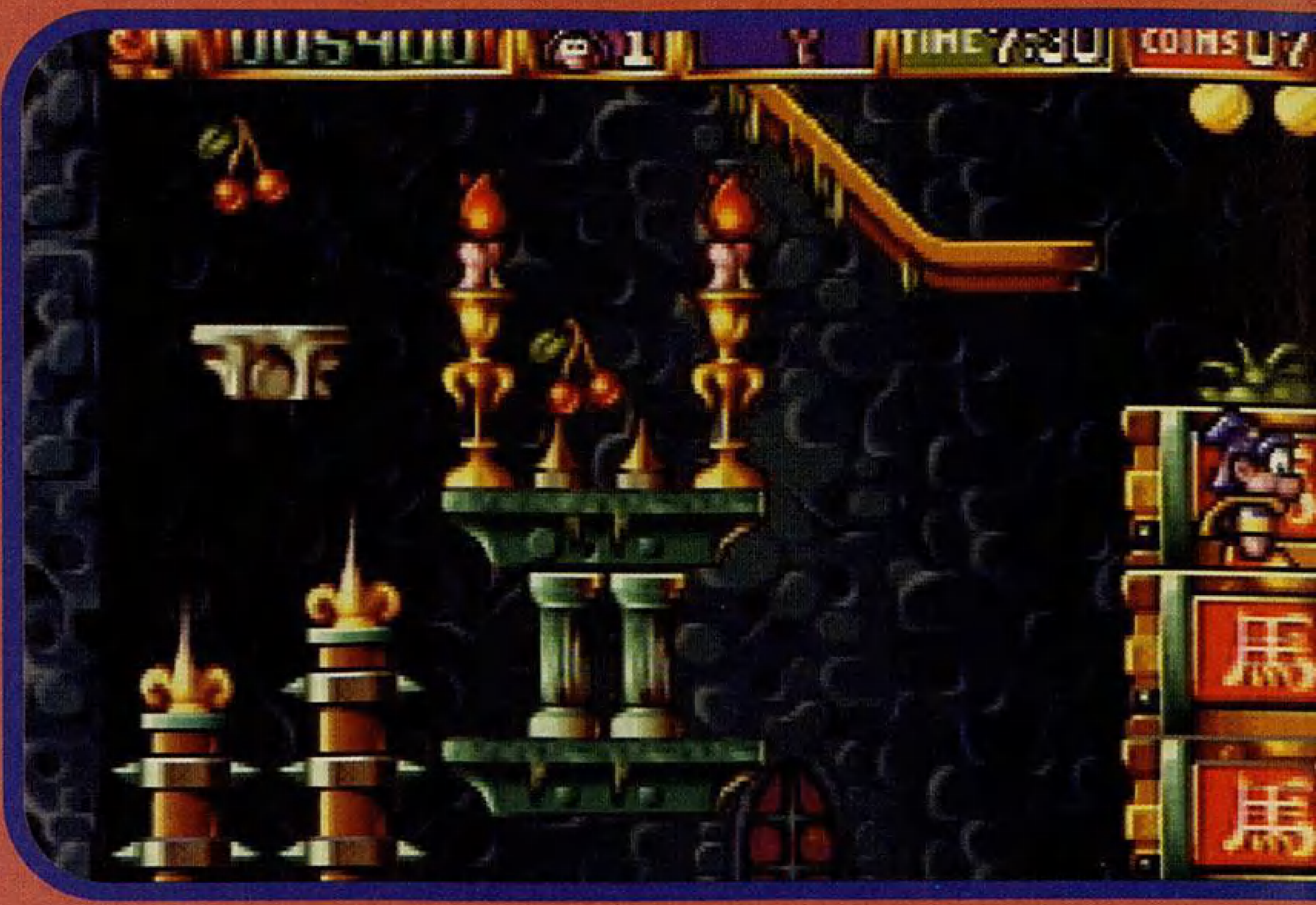
Sound: 92%

Interactivity: 82%

Overall: 87%

Cost: $79.98 (inc gun) Out: Now

A challenging platform game on CDi — with gorgeous graphics into the bargain? Whatever will they think of next? JASON ALESI steps back in amazement!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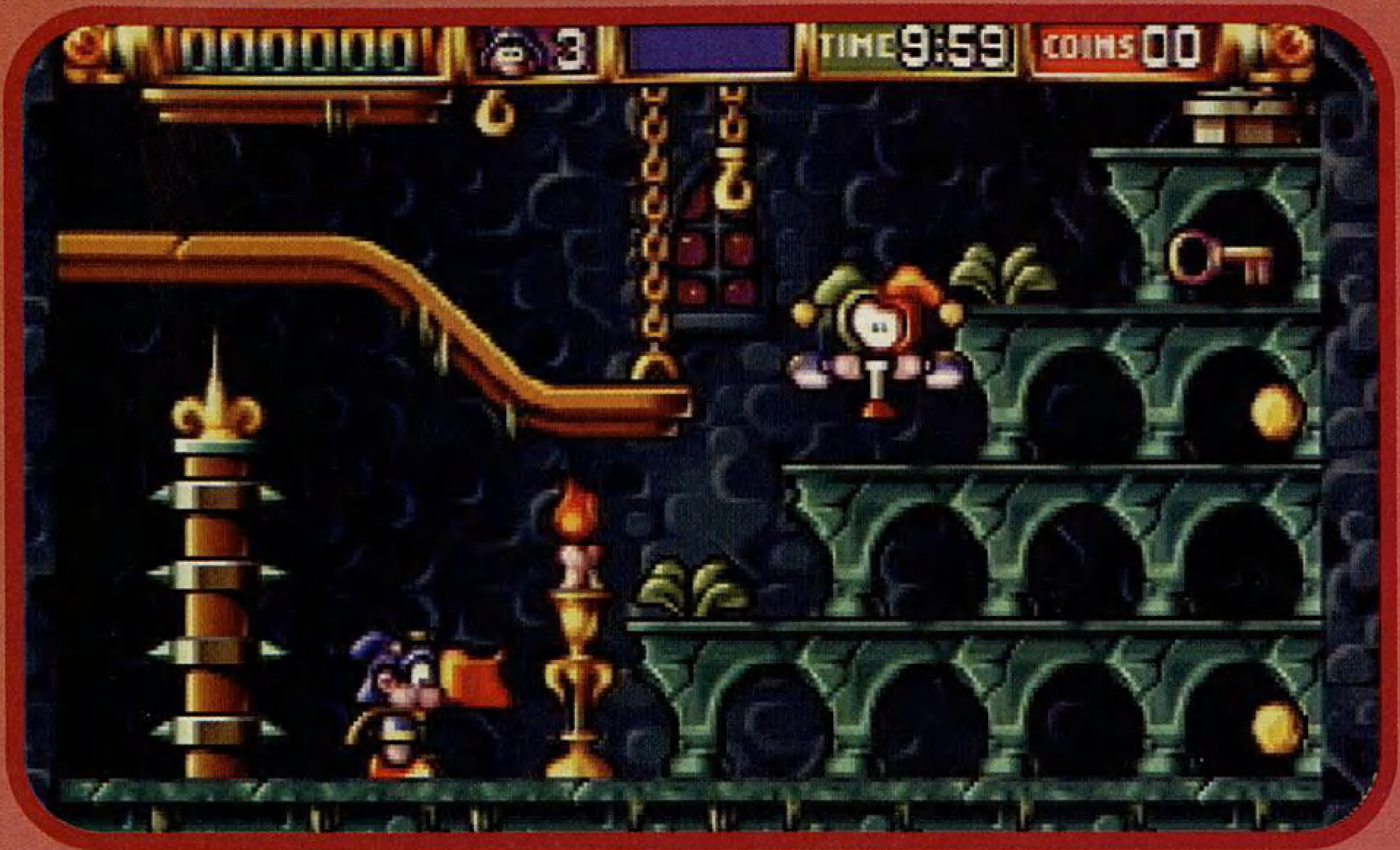
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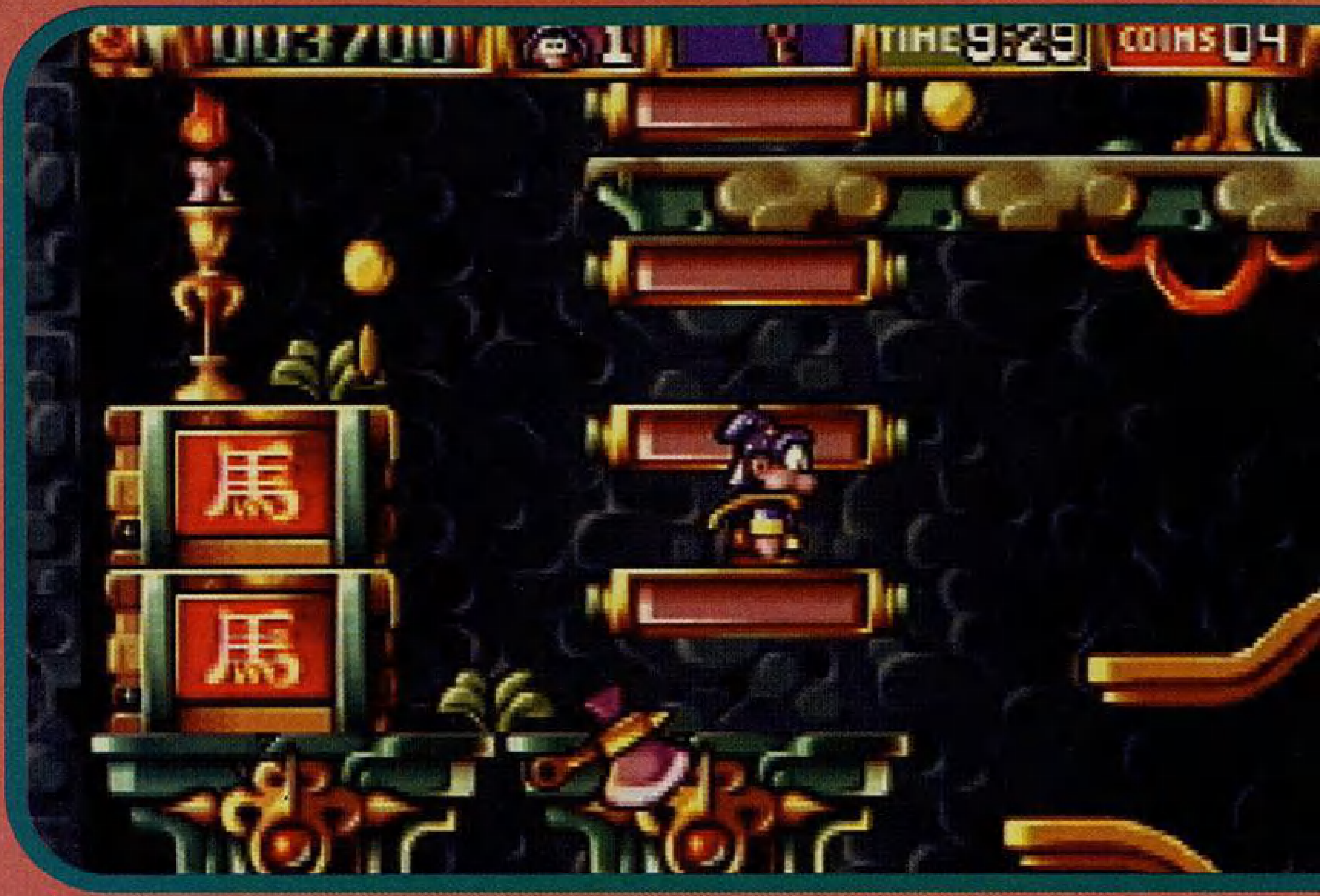
COINS 00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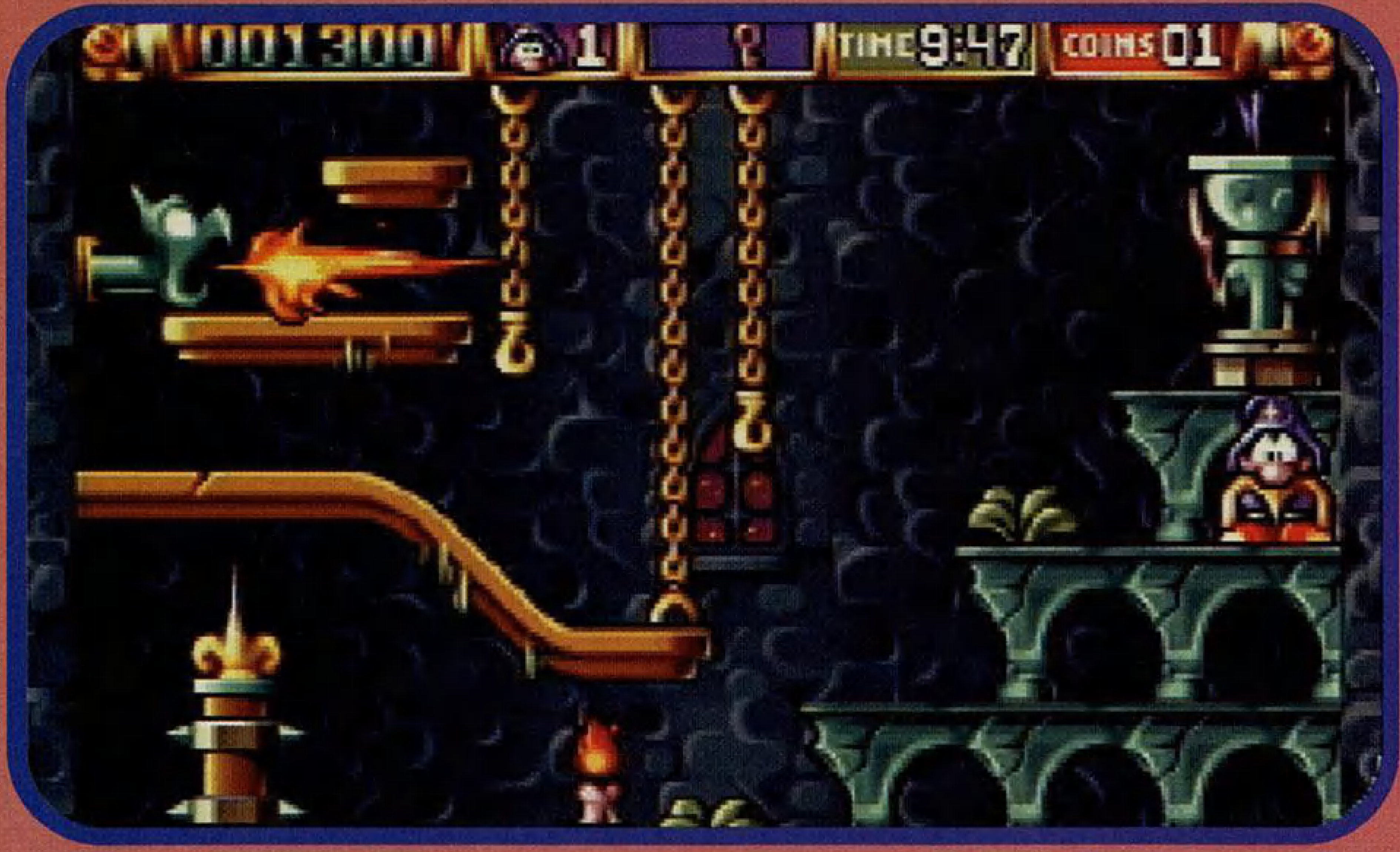
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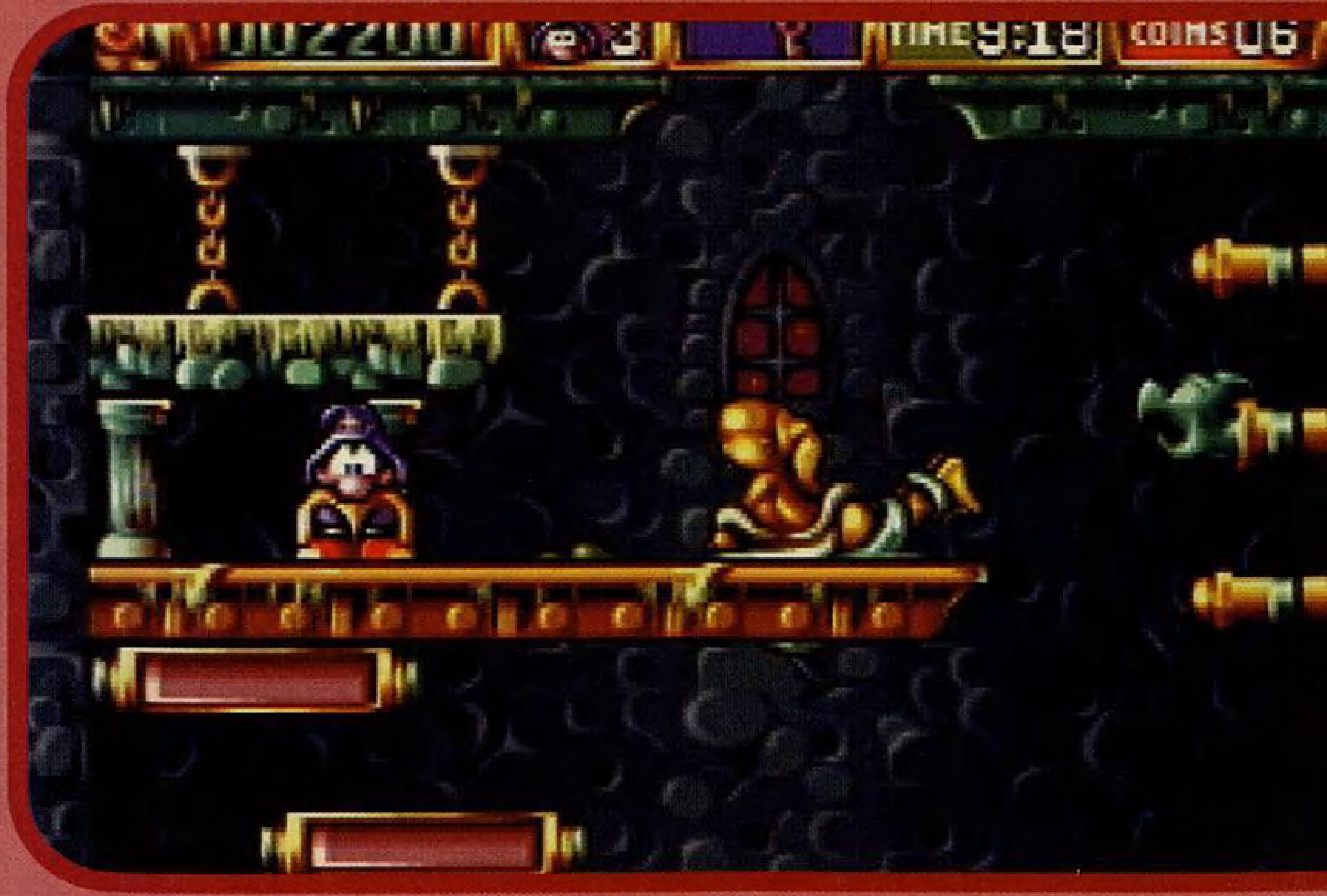
COINS 01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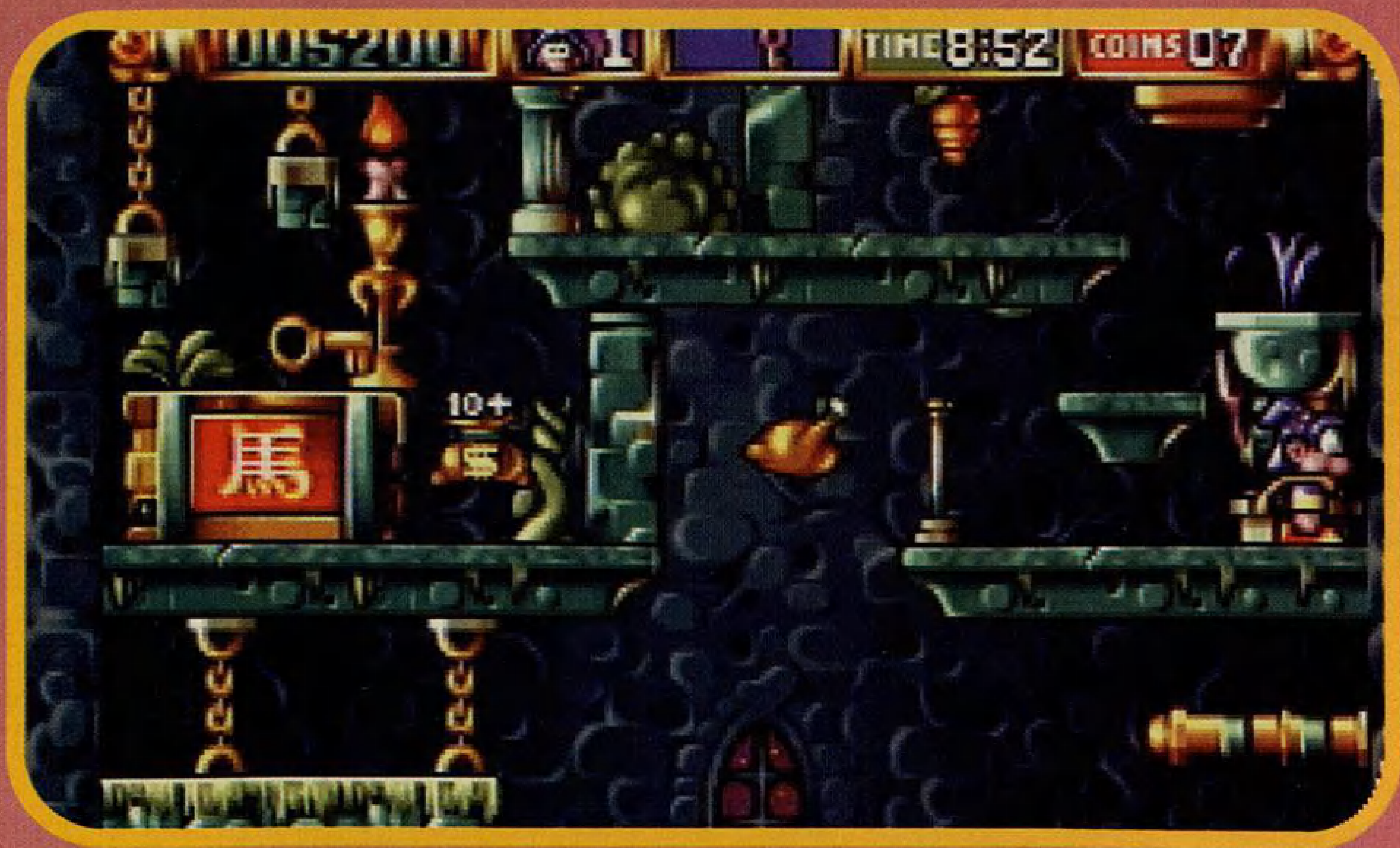
COINS 06


005200
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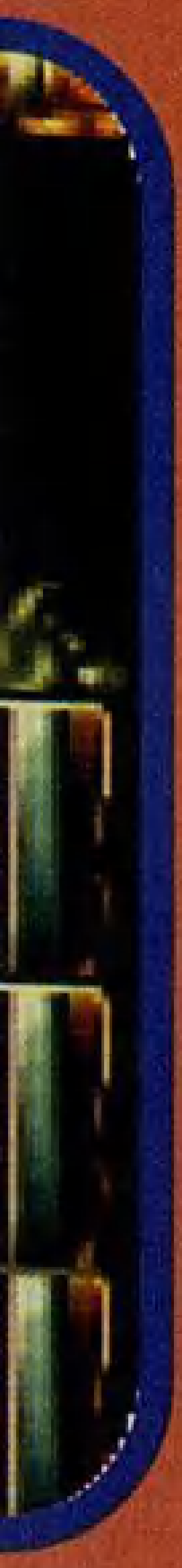
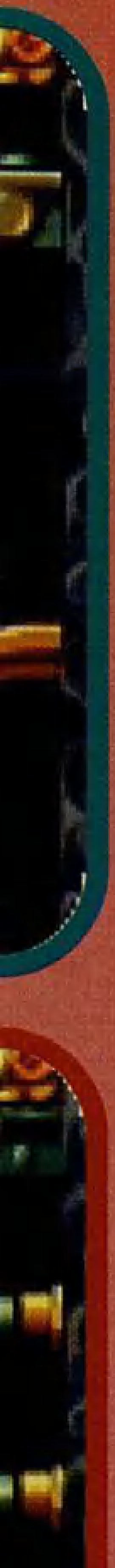
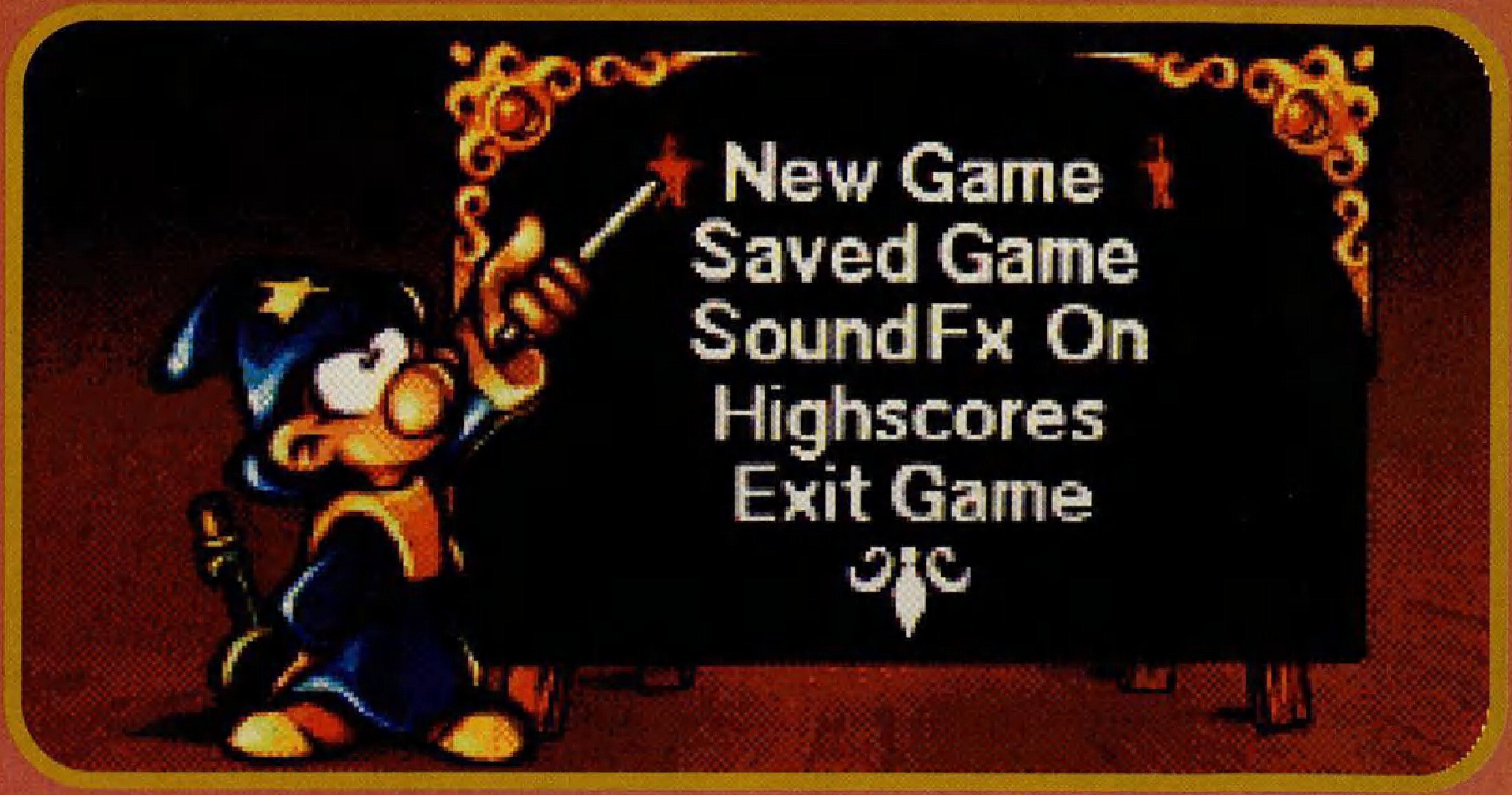
COINS 07
10+

THIS IS CARTOON GRAPHICS AT THEIR FINEST — DECENTLY-SIZED SPRITES THAT ARE A MIXTURE OF THE FUNNY AND THE SURREAL







THE APPRENTICE

Life, as many eminent philosophers have frequently remarked, can be a bit of a downer. This is particularly true if you live in the sort of fantasy world that Tolkien created.

You see, you'd think being a wizard's apprentice would be quite a doddle, really. A bit of thaumuturgy in the morning, lunch, followed by hexing and rune-casting in the afternoon and you've got the evening to yourself to conjure up a few demons, then go out and raise hell.

That should keep you safe — far from the front line of dragon slaying, maiden-rescuing and dashing off on quests. Not, however, if you are Marvin and you work for Gandorf S. Wandburner III.

It would be nice to say that The Apprentice is a platform game with a difference. It is not, of course, as platform games are hardly renowned for pushing the boundaries of creativity, but it is very good at what it does. If we have to have a platform game on CDi, then The Apprentice is the type we want.

Marvin's problems come with the six errands Gandorf gives him. These involve the plucky little chap jumping, flying and swimming round various towers to fetch equipment for the Great One. Unfortunately, the fantastic denizens of these towers have grown used to having their peace undisturbed and they try to terminate Marvin's promising career with extreme prejudice.

You've guessed it. It's run, jump, kill the baddies, collect coins and defeat the boss time. Hardly original, but The Apprentice is saved from computer game ignominy by two things.

First, it's extremely hard. It is not just a moderately challenging platformer that will take anyone who's been playing these games for a few months a handful of days to complete, but a total git of a game.

There might only be six levels,divided into three stages each, but those levels are seriously big. Based around towers, the gameplay naturally relies on vertical scrolling, and some of them must be nudging the top of Mount Everest, judging by their height. Vertical scrollers are always trickier than horizontal ones, and Marvin's mission isn't helped by the sheer volume of ways for him to meet an untimely death.

Axes swing, acid drips, gargoyles belch fire, canons let off bouncing bombs, knights try to ramraid you into oblivion — and that's just the first level. As you progress further into the game, you are assailed by delights such as toxic acid barrels, aliens, maggots, killer raccoons and mad monks that chuck homing fireballs through the ether. Add a ten-minute time limit for each stage and, boy, do you have a challenge on your hands.

The second element in favour of The Apprentice is the sheer graphic lushness of the game. This is cartoon graphics at their finest — decently-sized sprites that are a mixture of the funny and the surreal, which assault each other against marvellous backgrounds.

It doesn't exactly stretch the CDi player's processing abilities, and there are no sexy polygons floating around, but the animation is fluid and the whole thing looks gorgeous.

The levels are different, too, with a selection of weapons that give variety to the gameplay. All in all, The Apprentice not only looks good, it plays well, too.

Cost: $34.98
Out: November
Produced by The Vision Factory

GAME OVER
CREDITS 0
CONTINUE 7

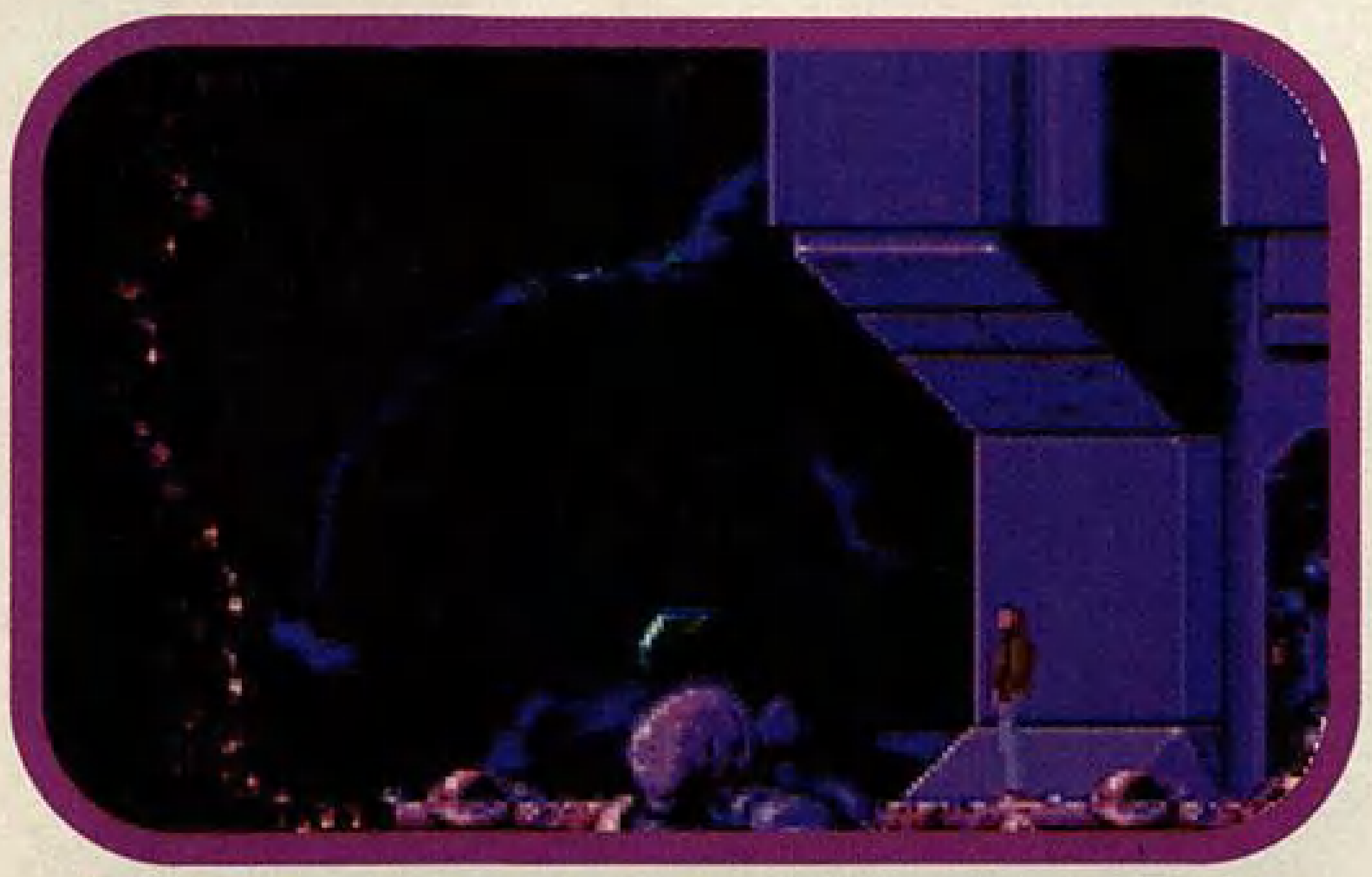
A roaring success on other platforms, Flashback is at last coming to CDi. ANDY STOUT takes a peek at a princely game that plays like a dream

FLASHBACK

Make no mistake, Flashback is true royalty in a field of computer game peasants. It is the equivalent of watching Michael Schumacher hacking round the world's Grand Prix circuits while everyone else on the track is an OAP — or Michael Andretti for that matter — doddering round in a beaten-up Chevrolet.

And the game has had raging critical acclaim on every platform it's visited so far. Distributed through US Gold, its sales figures resemble the GNP of a medium-sized South American country. If all this sounds like hype — it is. But with Flashback, the hype is thoroughly deserved.

This is what a platform game should be — a huge, complex monster with an engrossing plot, stunning sprite animation and superb backgrounds. Less of a game really, more of a lifestyle choice for the month it's going to take you to complete it (because you won't be going out much, I assure you).

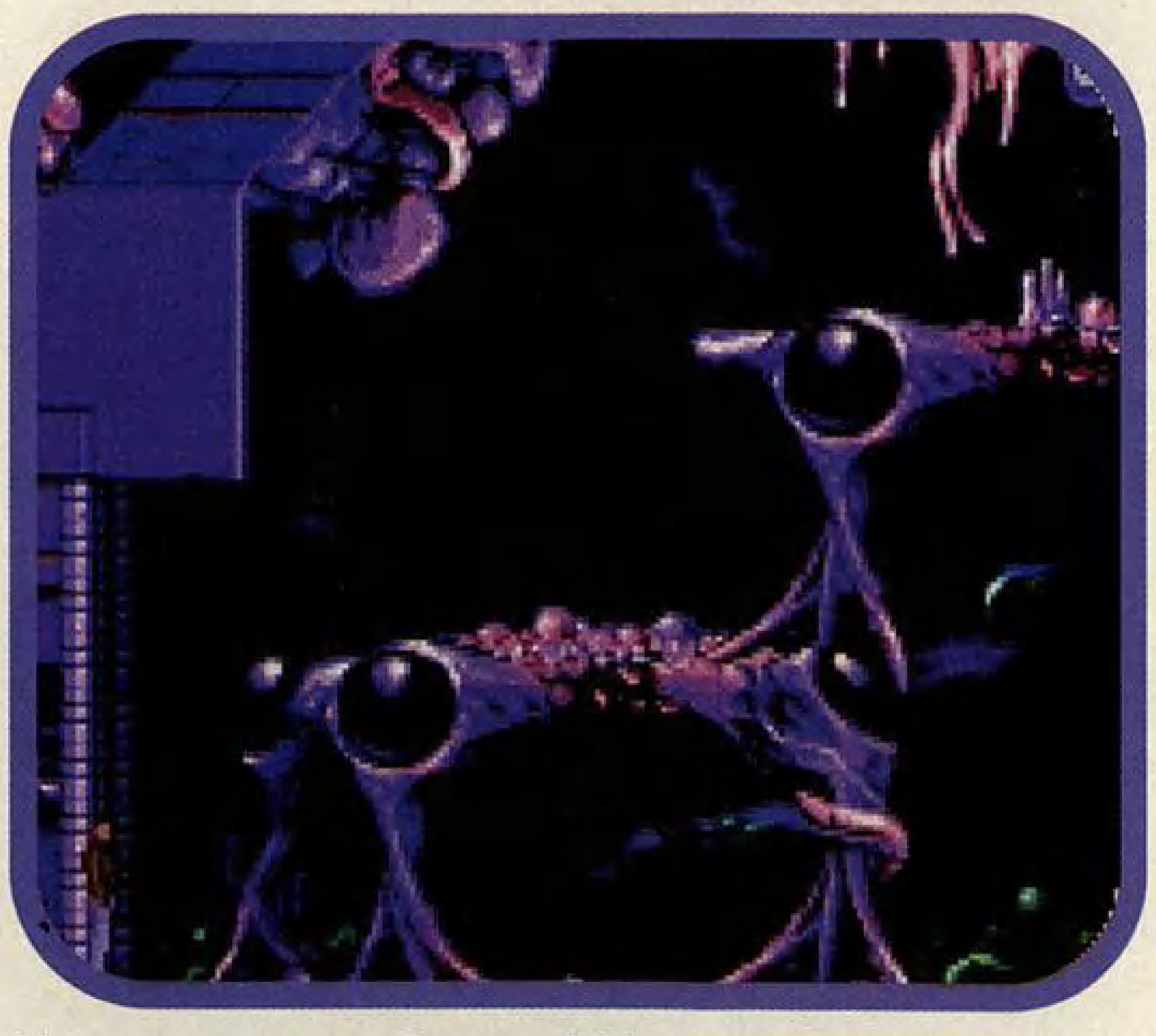


The plot is one of those scenarios that unfolds gradually as you delve deeper into the game, so going into detail would spoil a lot of Flashback's impact. Let's just say that you are Conrad Hart and you've woken up on an alien planet with your memory wiped clean because you knew too much about something. You find out pretty sharpish that you're going to have to get back to Earth somehow and discover rapidly that there are a lot of people out to kill you.

If the game looks good and sounds good, particularly some of the animated sequences that link parts of the action together, it plays like a dream. Nothing in Flashback is simple and nothing should be ignored. A simple stone lying on the ground could be the key to completing the next level.

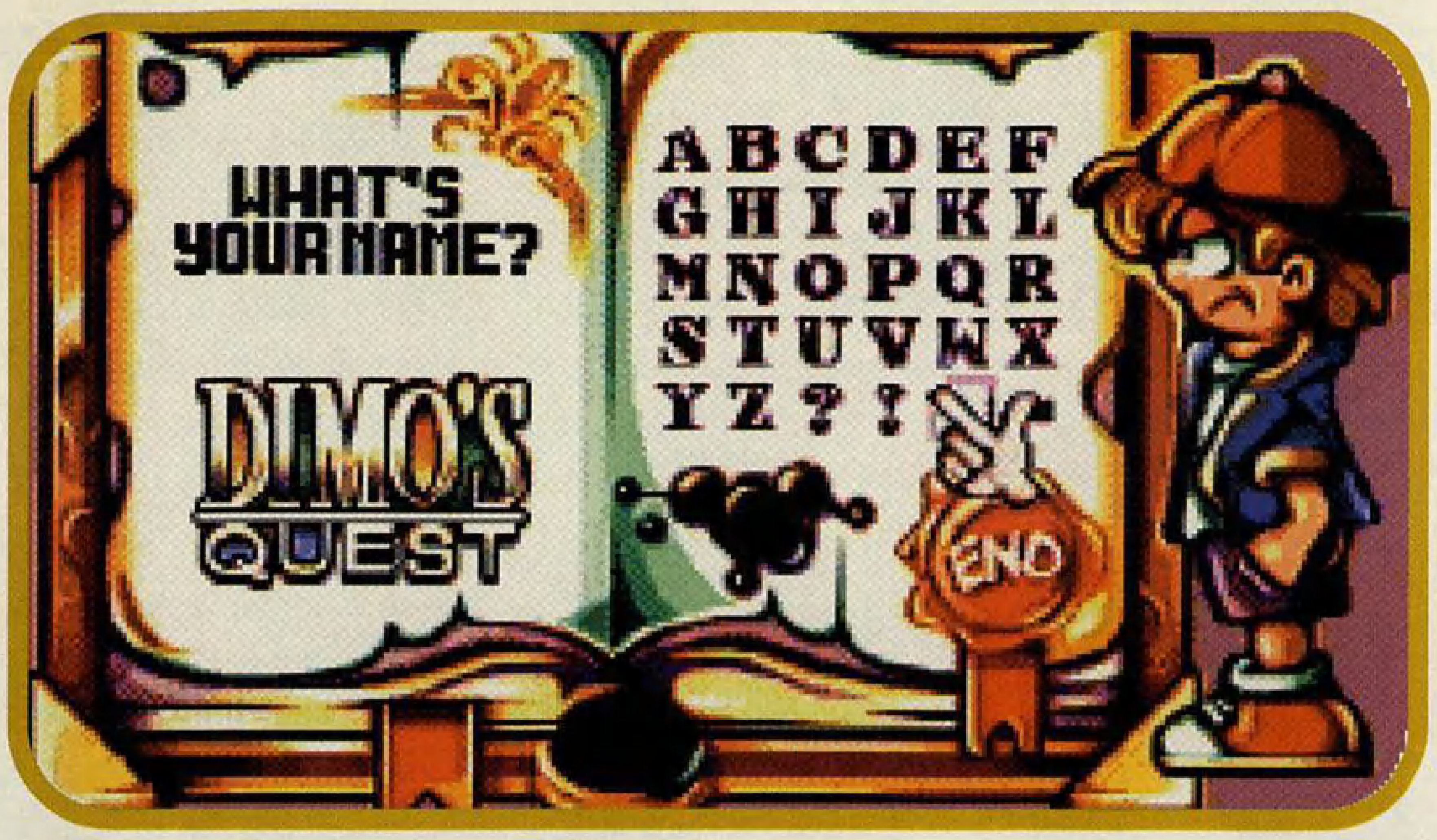
Levels vary from trying to navigate yourself through a hostile, alien forest, to an enormously involved level 2 that has you running errands for the labour exchange to earn money to buy papers. Those papers will get you into a contest where the prize is a ticket back to Earth. And so on and so forth, all in interweaving and interlocked layers.

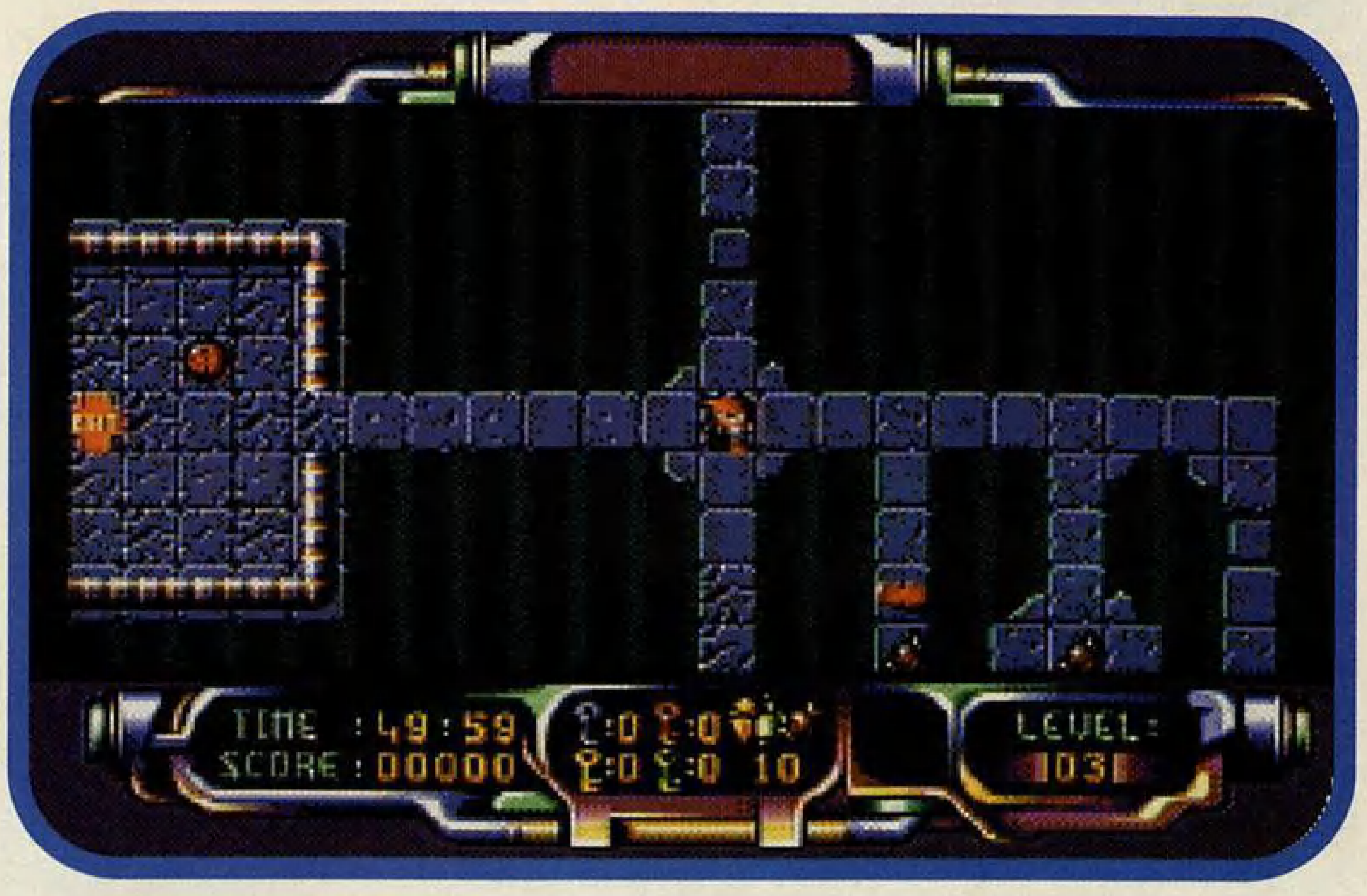
It looks good, it sounds good and it plays like a dream. The CDi version has the potential to be the best version of the game yet, with drastically souped-up animation sequences punctuating the gameplay. If you're only intending to buy a couple of games this year, put your money on this one.



Above: you are Conrad Hart and you've woken up on an alien planet with your memory wiped clean. You must return to earth

Cost: TBA
Out: TBA
Produced by Delphine Software, France





DIMO'S QUEST

ANDY CLOUGH learns to navigate a hip little candy collector through 51 remarkable mazes in this puzzle extravaganza

Dimo is the cool young dude who takes you on a "candy quest" as you battle your way through an increasingly difficult series of mazes. Your task is to gobble up as many sweets as possible (that shouldn't be too painful!) and collect the keys you need to open the locked doors that stand in your way before making it to the exit. Sounds easy, doesn't it?

Well, it is to begin with. But then things start to get trickier, so just when you think you've got the game licked - BLAM! you are back to where you started.

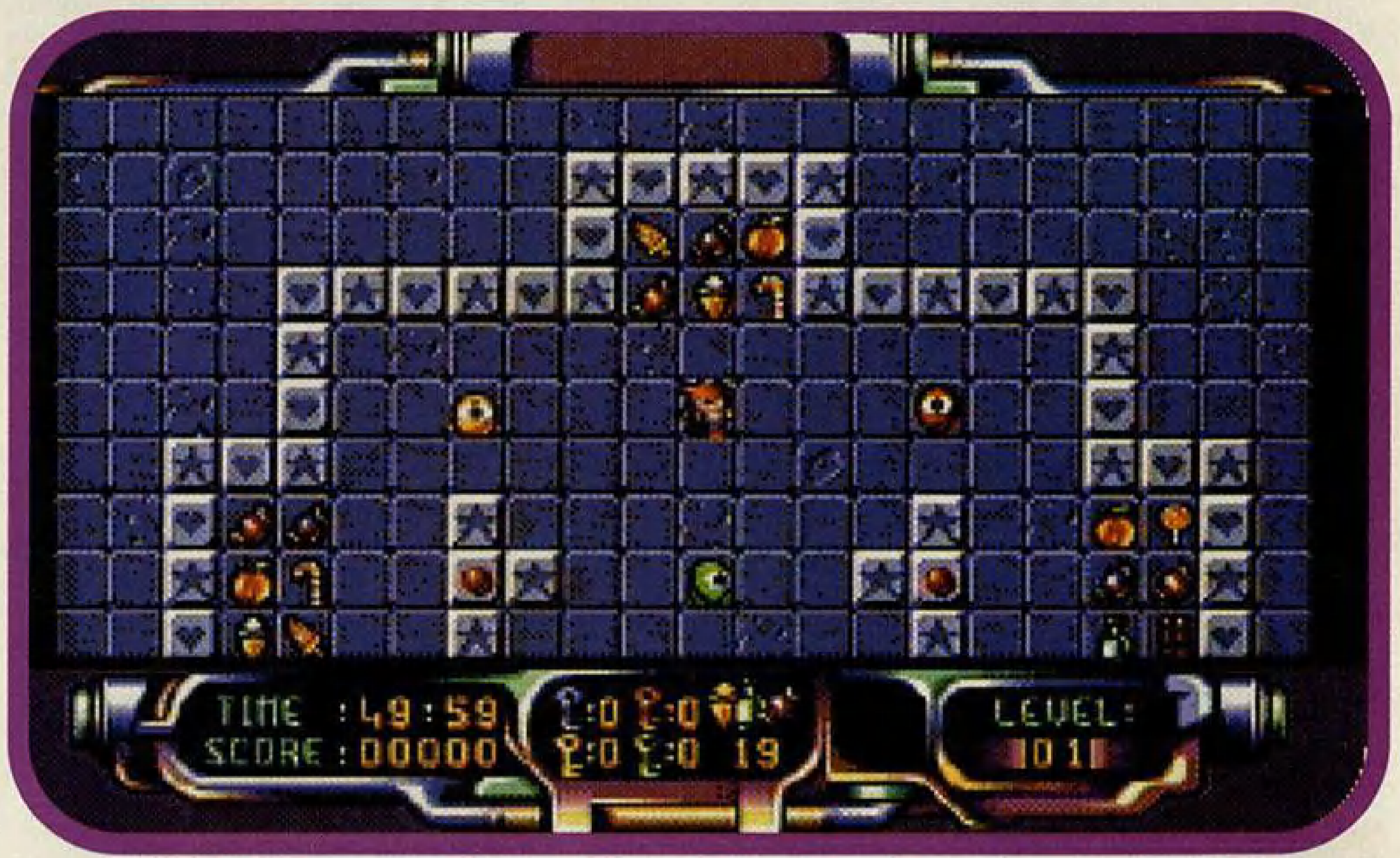
First off, you must avoid the bouncing blobs that are out to destroy you. Hit them, and you're a gonner. As you progress through the game, you will notice that the stepping stones you walk across start to get smaller and eventually disintegrate altogether. Step on one at the wrong moment, and you will fall into the water (at least I assume it's water - the colours on screen are so psychedelic it's hard to know!)

In the background, the clock ticks away relentlessly as you struggle to master each level. If you are successful, you will be shown your end of level score, your time bonus and total score. Dimo encourages you all along the way.

The graphics are colourful and the whole game is livened up by a very snappy soundtrack that gets you in the right mood from the start. One word of advice - do NOT try to play Dimo's Quest using the standard CDi remote. It will drive you nuts. Get a CDi Touchpad at all costs, otherwise you'll end up hurling something nasty at your TV set.

Dimo's Quest is a simple, base case title, without all the whistles and stops found on more expensive Digital Video games. But it is disarmingly addictive, and if there are young children in the house, they will probably get hooked. You will too, trying to help them! You have been warned.

Produced by The Vision Factory



DIMO'S QUEST

RATINGS

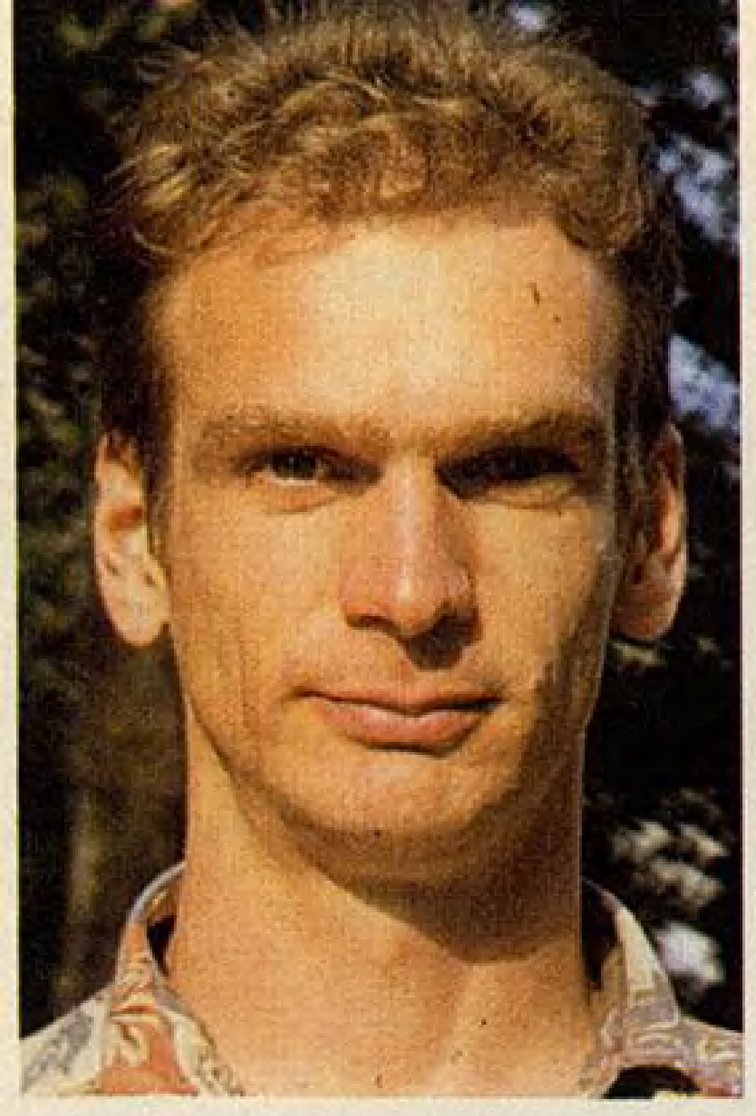
Graphics: 80%

Sound: 85%

Interactivity: 85%

Overall: 85%

Cost: $34.98 **Out: Now**



There are some terrific movies coming your way on CDi this Christmas. BEN SOUTHWELL guides you through some of the newest releases

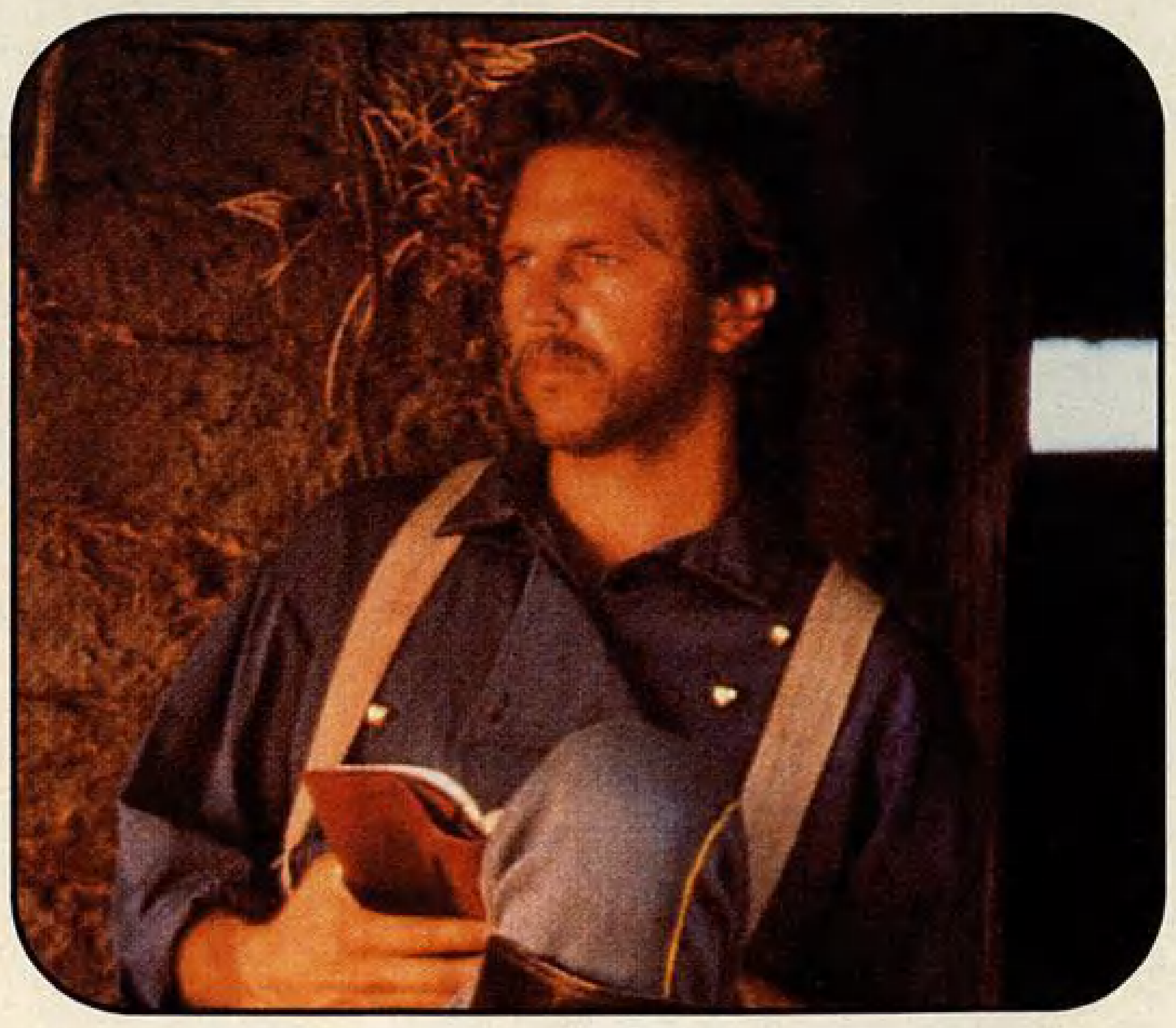
Kevin Costner is in top form as John Dunbar, a young civil war soldier who goes to live in the wild west and befriends a tribe of Indians

DANCES WITH WOLVES

This is one of those films that just makes time disappear. It's over three hours long but beautifully paced and totally enthralling. A remarkable film in almost every respect, it won seven Oscars, including Best Film and Best Director for Kevin Costner in his directorial debut.

Though Costner seems to have become a bit, dare I say it, dull recently, here he was on top form both behind and in front of the camera. He stars as John Dunbar, a young civil war soldier who goes to live in the wild west. As he gets used to his new lifestyle so he becomes friends with a tribe of Indians, learning to understand them and accept them in a way his military colleagues seem unwilling to do.

Dances with Wolves is beautiful to look at, thought provoking to watch, and emotionally captivating. By any standards it's a fine effort, and as a first film it's quite simply extraordinary.



Rating: ☆☆☆☆☆

BLACK STALLION

The wonderful and touching story of a boy and a black stallion, covering their growing friendship from a shipwreck to a racing championship. The Black Stallion captured hearts across America, and rightly so. Its a fine example of great family viewing.

But it's more than just a classic story. It's a beautifully made

MOONSTRUCK

An enormously popular film about a very unlikely subject, Moonstruck won Oscars for Cher (Best Actress), John Patrick Shanley (Best Screenplay) and Olympia Dukakis (Best Supporting Actress), but it didn't win my heart.

This tale of Italian-American life is everything Raging Bull isn't. It's a hopelessly romantic film that wears its heart on its sleeve and anywhere else it can pin it. It cries out to be loved,

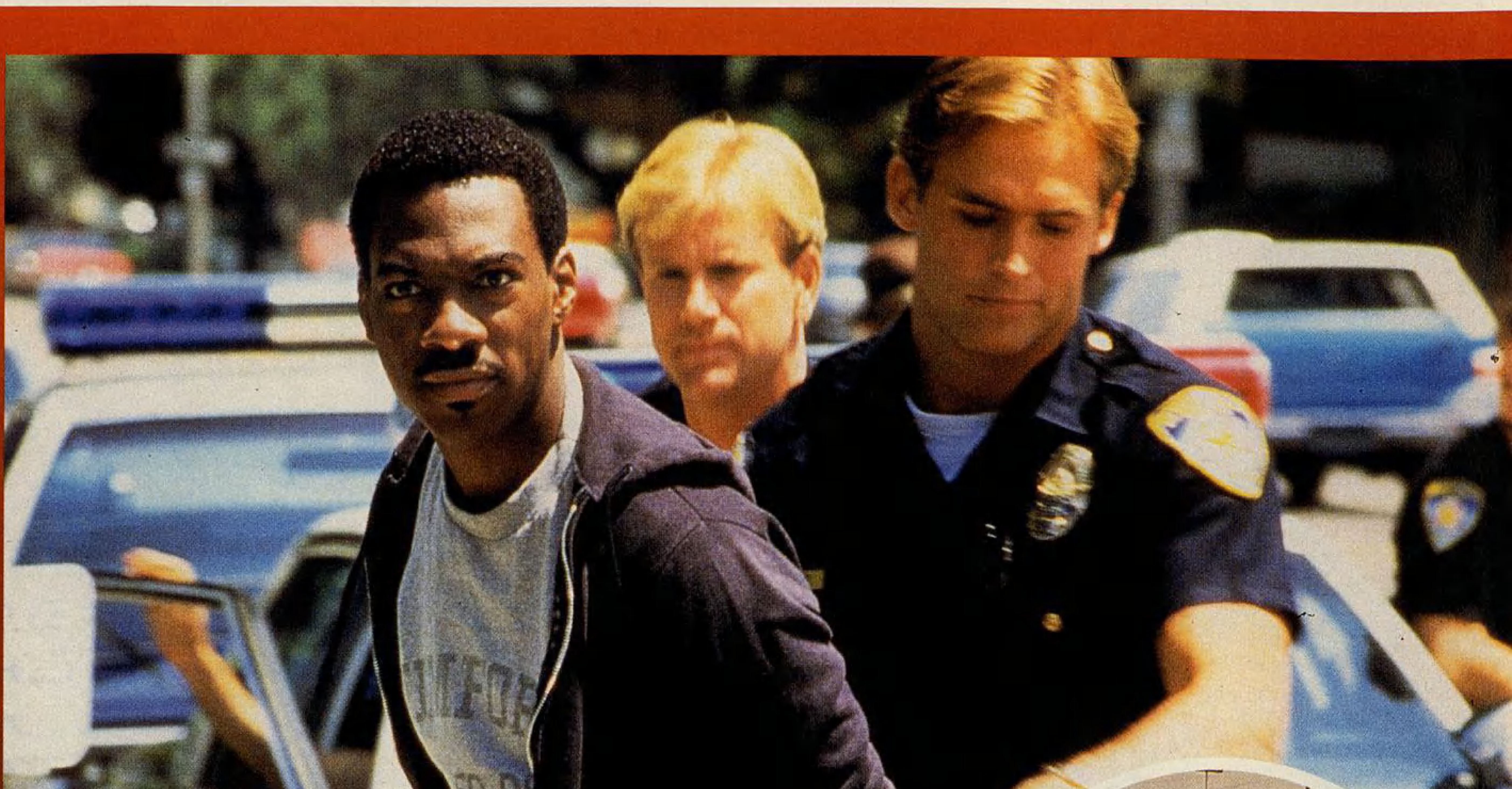
film with stunning cinematography. Mickey Rooney makes a welcome appearance as a veteran trainer, but all the performers contribute to the magic. At times the action may sag, but on the whole it's a very moving and completely involving piece of storytelling. It was so successful that a sequel and a television series were to follow.

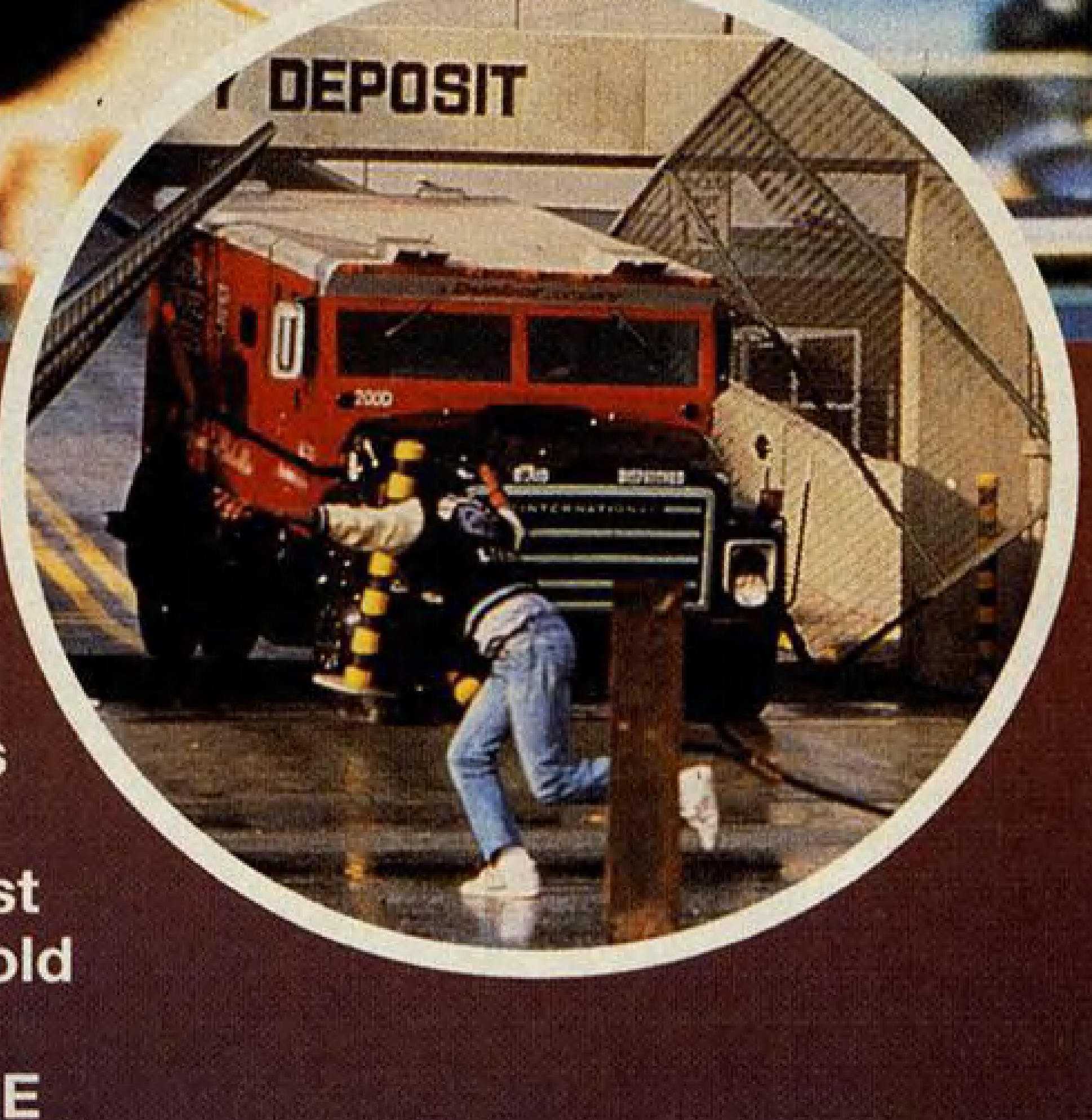
Rating: ☆☆☆

Cher: Oscar winner

and millions answered making it one of the surprise hits of its year. Cher has the role of a lifetime as a widow due to marry an older man, only to find herself falling helplessly for his younger brother (Nicolas Cage). Full of gentle, touching observations and true life vignettes, I'm sorry to say that Moonstruck didn't strike a chord with me. I just found it all a bit too, well too romantic (and I never thought I'd say that!).

Rating: ☆☆





BEVERLY HILLS COP

They say the originals are always best, and they're certainly not wrong when it comes to Eddie Murphy's character Axel Foley, alias Beverly Hills Cop.

This hugely entertaining mix of comedy and action was a massive hit and features Murphy (in a role originally intended for Sylvester Stallone) at his wisecracking best as Detroit cop Foley who goes to LA to track down the killers of an old friend.

This was one of the films that secured Murphy's status as one of THE major stars of the time, and it's easy to see why. He's on top form with a script that gives him plenty of opportunities to let his mouth run away with the show. With Judge Reinhold (in the role that made him a star) as one of two reluctant accomplices, Steven Berkoff hamming it up nicely as the evil mastermind and a soundtrack that spawned several hit records (remember Axel F and The Heat is On?), it's no wonder this was one of the most popular films ever made.

Rating: ☆☆☆☆

Eddie Murphy stars as Axel Foley, a brash, street-smart Detroit cop, with his co-star Judge Reinhold as his reluctant accomplice

RAGING BULL

One of the best films of the 1980s and arguably one of the best films ever made. Scorsese and DeNiro were made for each other and Raging Bull has both at their awe-inspiring best.

Brilliantly filmed in black and white, Raging Bull is all about the unappealing but utterly absorbing life of prize fighter Jake La Motta, a man who was his own worst enemy. It's a gritty, incredibly hard-hitting and realistic film that plays more like a thrilling documentary than a feature film. The slice of Italian-American life that it shows is so real you could almost touch it, though it takes a while to get used to the very strong accents (to say nothing of the language).

The boxing scenes have never been equalled in film history and De Niro deservedly won the Best Actor Oscar for his performance which has to rank among the best in an illustrious career. This was the role he put on all that weight for, altering his whole appearance — dedication indeed.

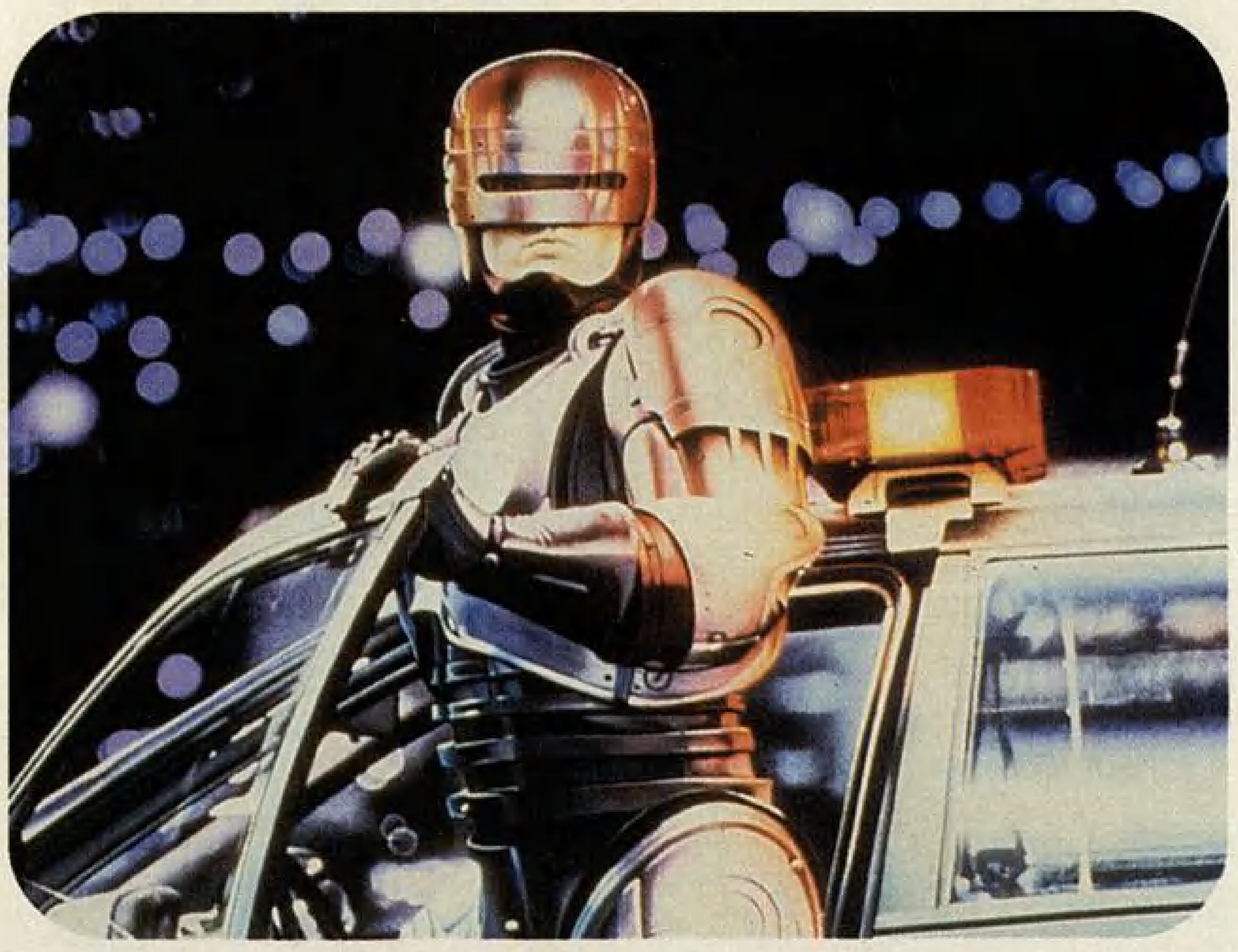
Rating: ☆☆☆☆☆

YOU ONLY LIVE TWICE

This was the first Bond film to make a major departure from the book and it shows. In place of Blofeld's island of death there is a re-tread of the plot from Dr No involving more interference with rockets from Spectre, a much bigger budget, but little in the way of new ideas.

You Only Live Twice should be fantastic. The script is by Roald Dahl who was responsible for the wickedly entertaining Tales of the Unexpected. The large budget is definitely up there on screen, not least in the oriental locations and Ken Adams's fantastic fake volcano which hides the Spectre HQ (this set actually cost as much as the entire budget for Dr No). Add to this the first film appearance of

ROBOCOP



The original and by far the best, this RoboCop is the genuine article. It's full of style, action and more bangs per buck than your average Saturday night cinema.

Detroit, the future. When a police officer is killed in the line of duty he is brought back to life as part man, part machine, all cop. He's supposedly the ideal servant for the evil forces controlling the city, except there's just one hitch. RoboCop still has his human memories. He's still a good cop.

The special effects are wonderful and just the sheer number of ideas will keep you hooked. Can anyone forget ED 209 and his "five seconds to comply", or the mad TV personality constantly agreeing "I'd buy that for a dollar"?

Directed by the ever outlandish Paul Verhoeven (he brought us Basic Instinct and the equally over-the-top Total Recall), RoboCop has energy and vitality oozing from every frame. It's a non stop rollercoaster, a sidewinder locked on for excitement.

Rating: ☆☆☆☆

THE SECRET OF NIMH

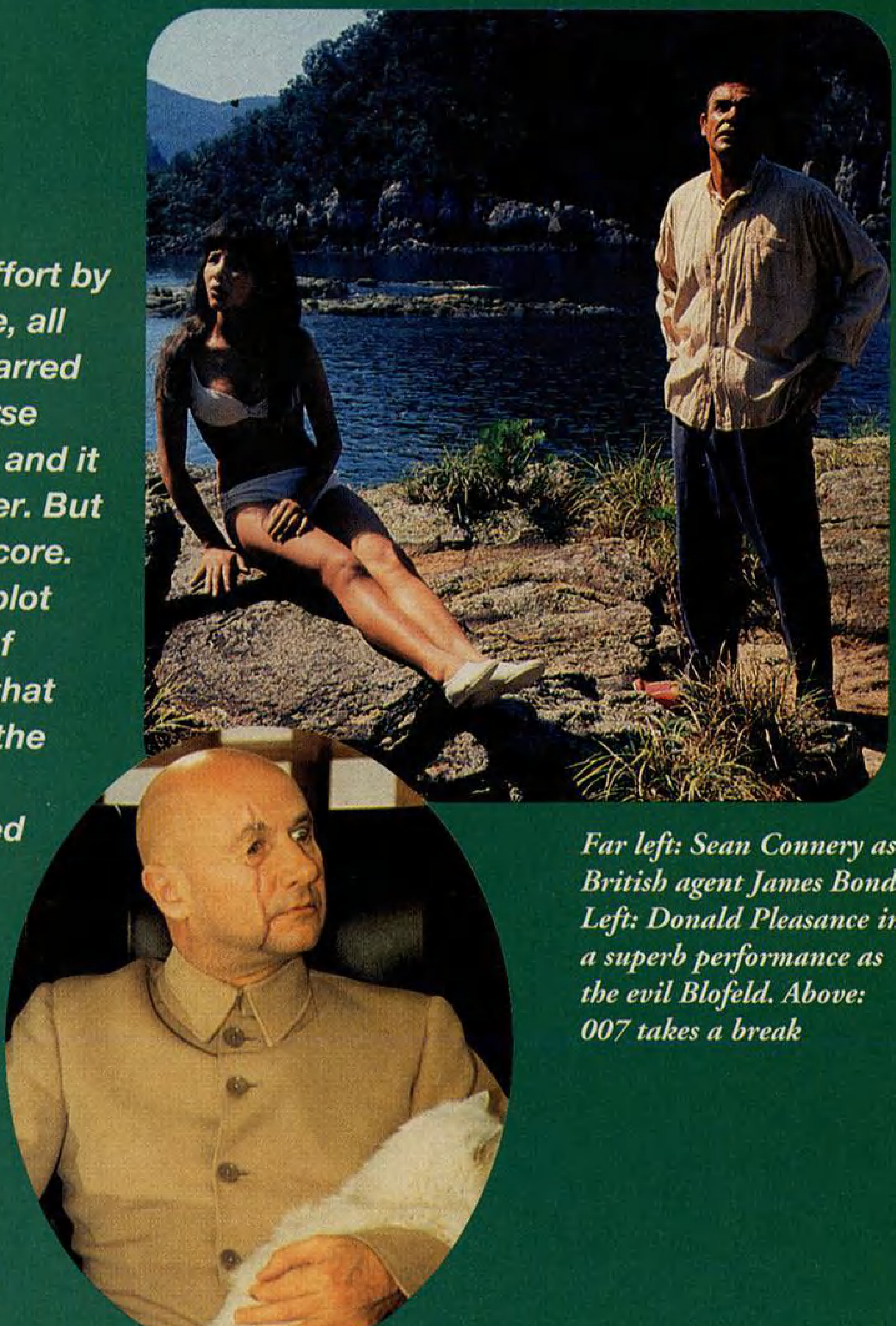
This animated feature was the first film to come out of Don Bluth Productions, a company made up of ex-Disney talent. Mining a similar vein to Disney, The Secret of NIMH is the story of a widowed mouse who finds help from a society of hyper-intelligent rats when her home comes under threat.

Unlike Disney, however, this is a first film, and it shows. There's excellent animation, a story based on a prize-winning children's book and voices from a host of luminaries (including Beverly Hills 90210 bad girl Shannen Doherty as one of the mice children). It all adds up to good family viewing. But it doesn't capture that magical "something" of say Aladdin or Beauty and the Beast to lift it into the realms of classic family entertainment.

Rating: ☆☆☆

Blofeld (a good effort by Donald Pleasance, all bald head and scarred face), and of course Connery as Bond and it should be a winner. But it doesn't really score. There's too little plot and not enough of those set pieces that have come to be the Bond hallmark. This was supposed to be Connery's last outing as Bond, though he was tempted back after George Lazenby failed to make the grade. I wonder how Pierce Brosnan will fare.

Rating: ☆☆



Far left: Sean Connery as British agent James Bond. Left: Donald Pleasance in a superb performance as the evil Blofeld. Above: 007 takes a break

BULL DURHAM

Baseball and literature? It may seem an unlikely combination, but in Director Ron Shelton's capable hands Bull Durham is a home run of a film.

It features Kevin Costner (isn't he just everywhere) on his way to becoming the huge star he is today, as a young but experienced player with a minor-league North Carolina baseball team. His job is to look after a talented but wayward young pitcher played by Tim Robbins (The Player, The Hudsucker Proxy). Susan Sarandon plays a groupie who believes her role in life is to help educate one player per season. And I mean educate. This is where the literature comes in; it's also where some pretty sexy scenes steal into the film too. It's witty and entertaining and if it gets a bit sluggish at times, so what, there's always something interesting about to happen and some really terrific acting along the way. Well worth seeing.

Rating: ☆☆☆

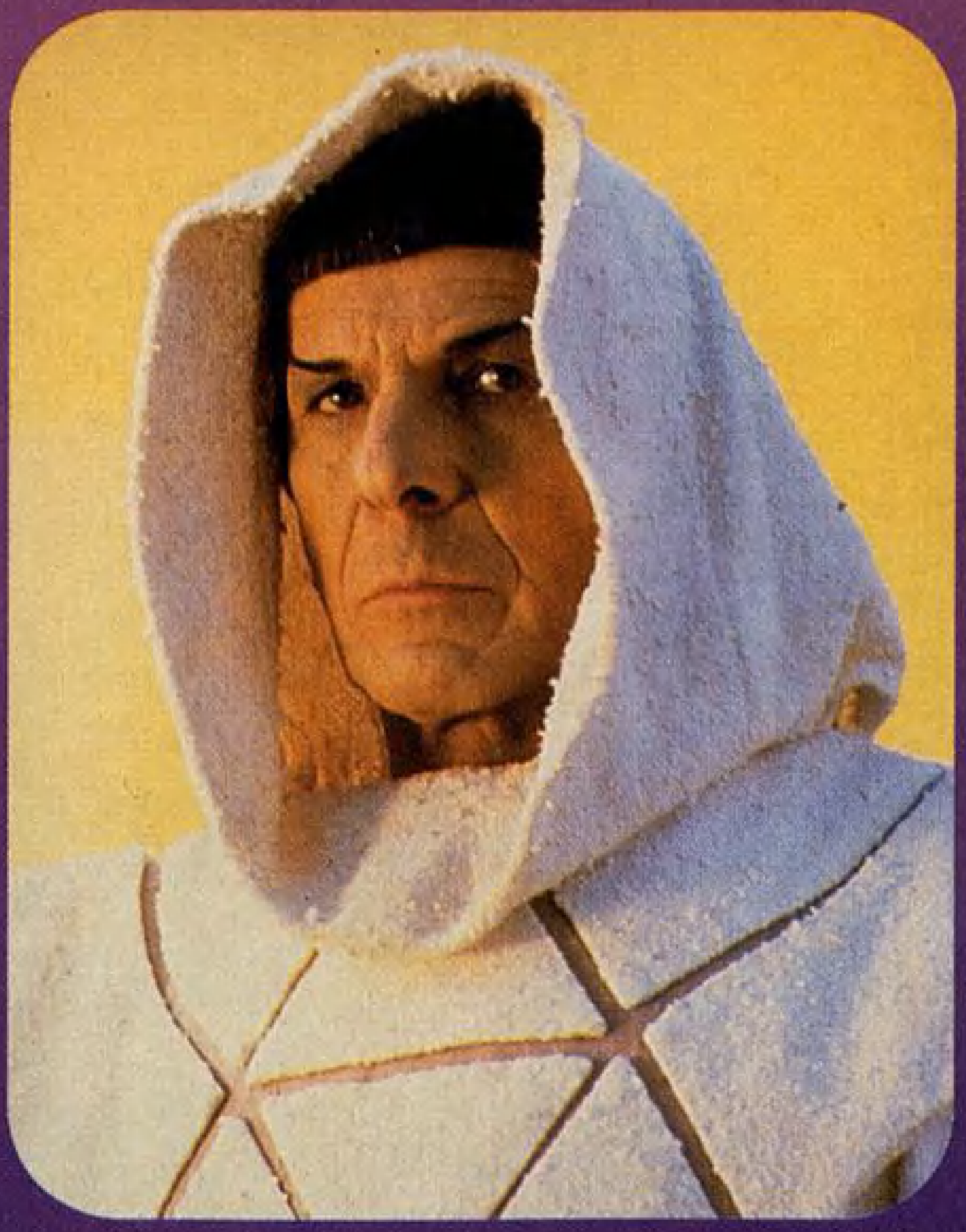
RATINGS:
☆=poor
☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent

STAR TREK IV: THE VOYAGE HOME

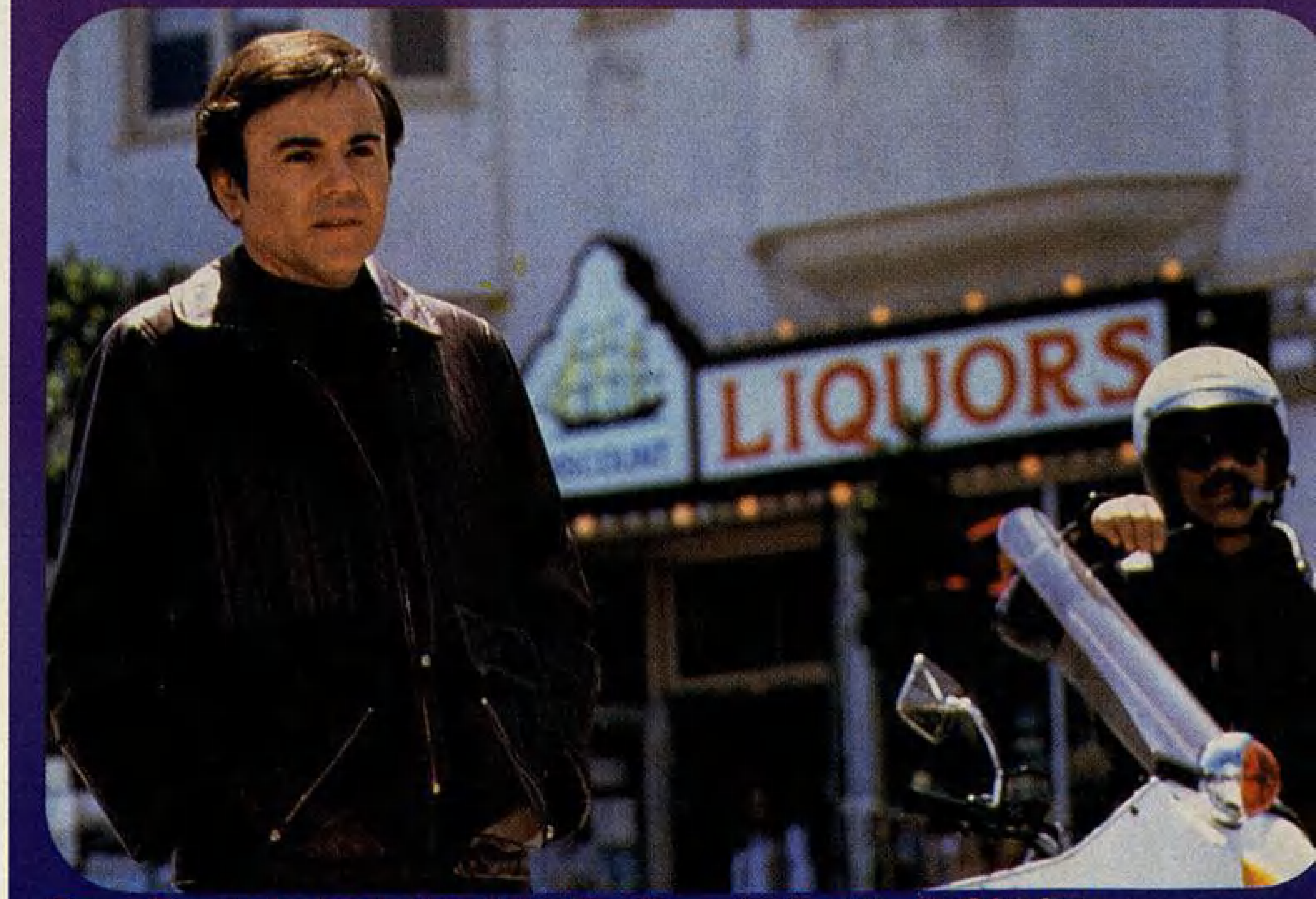
One of the better Star Trek films, Star Trek IV: The Voyage Home has Kirk and the crew of the Enterprise returning to present day San Francisco to try and save the earth of the future with the help, believe it or not, of some humpback whales.

The second of the Trek films to be directed by Leonard Nimoy, Voyage Home milks every opportunity for humour that the idea of Kirk and Co. in modern America presents (and that's plenty by the way). The result is great fun all the way through.

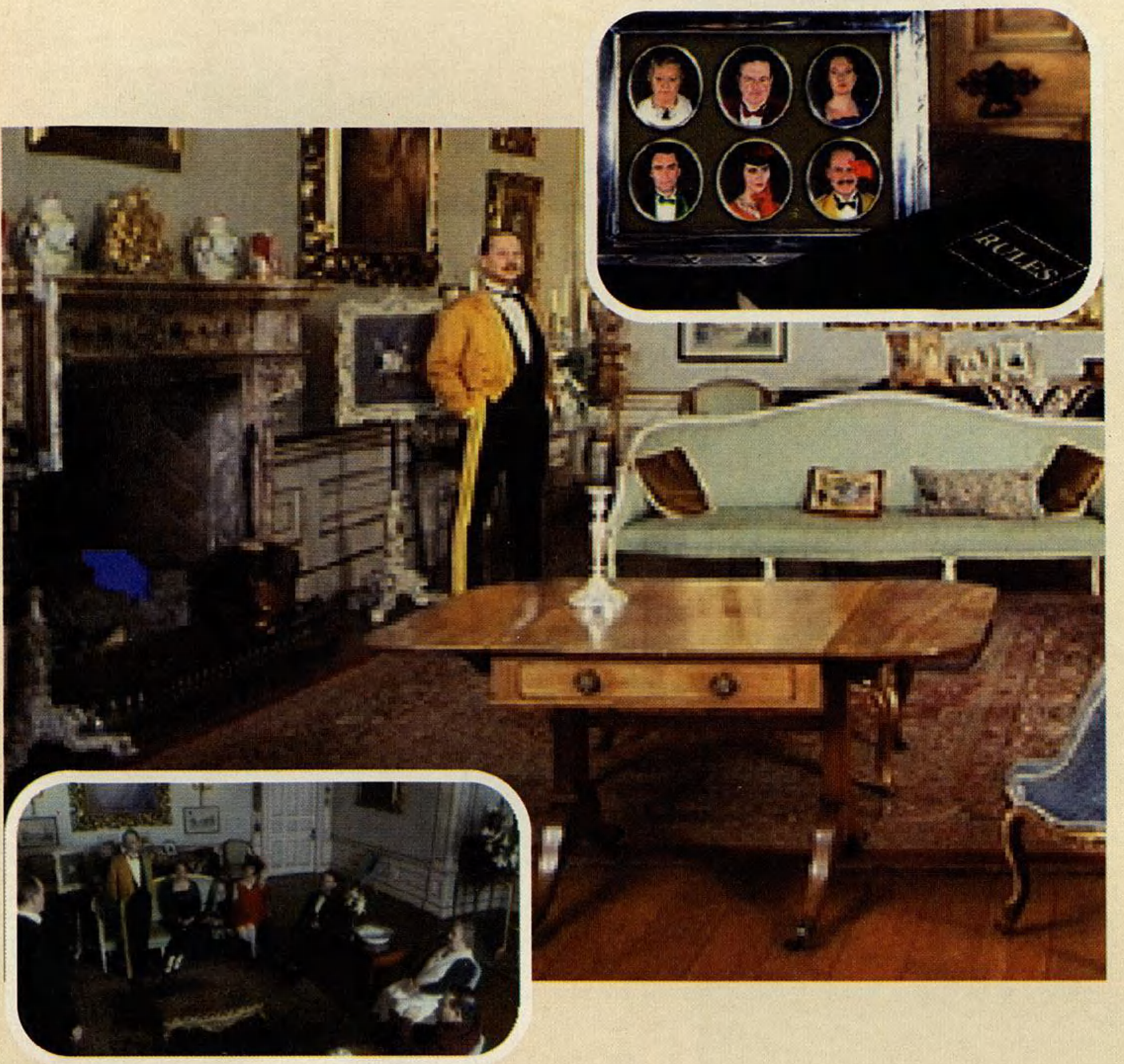
It's everything we've come to expect from Star Trek, right down to the timely ecological message of the storyline. And while it may not be in quite the same league as Star Trek VI (my favourite) it's still highly entertaining stuff.



Rating: ☆☆☆



Top: Captain Kirk. Middle: Dr Spock. Bottom: Chekov



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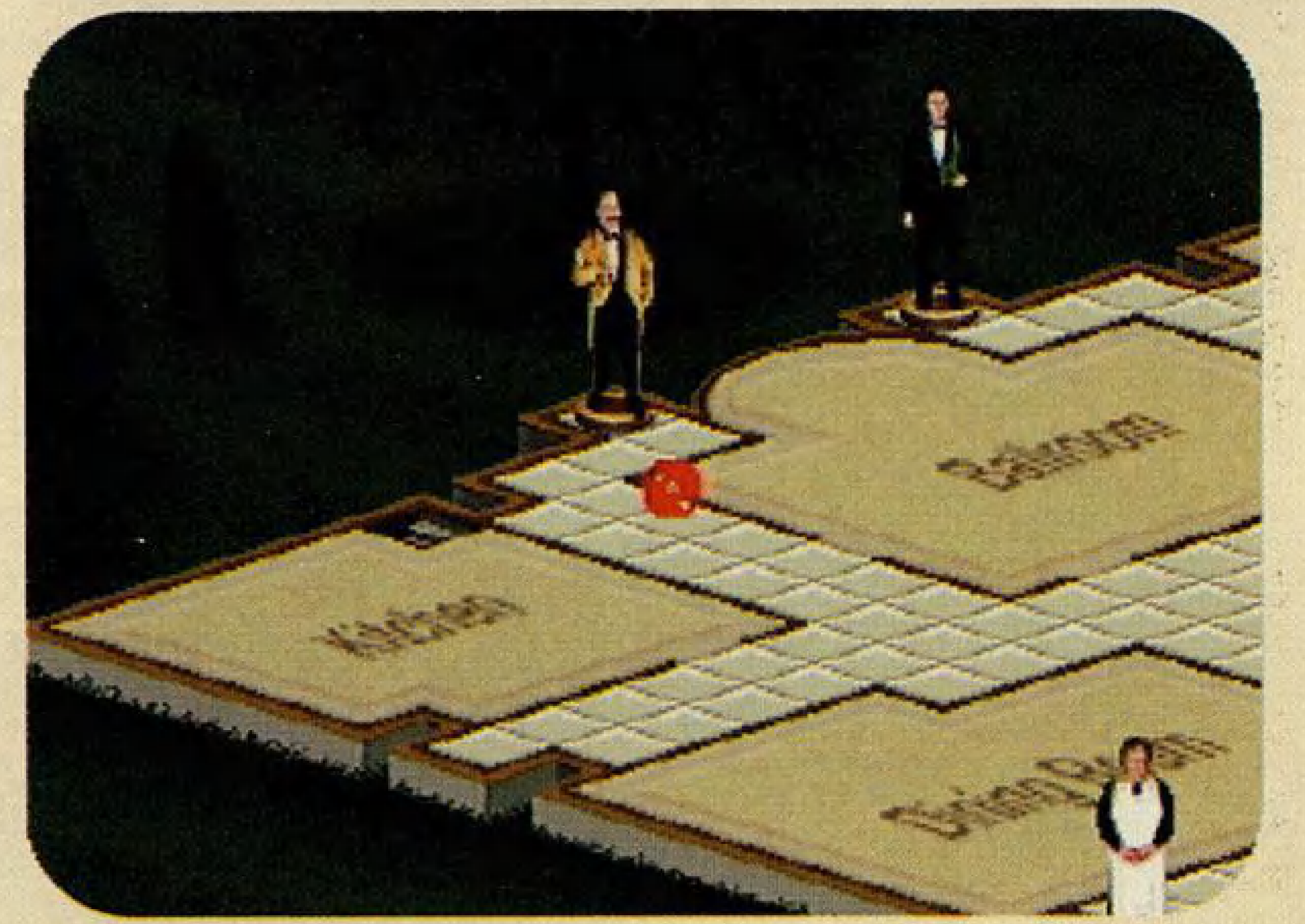
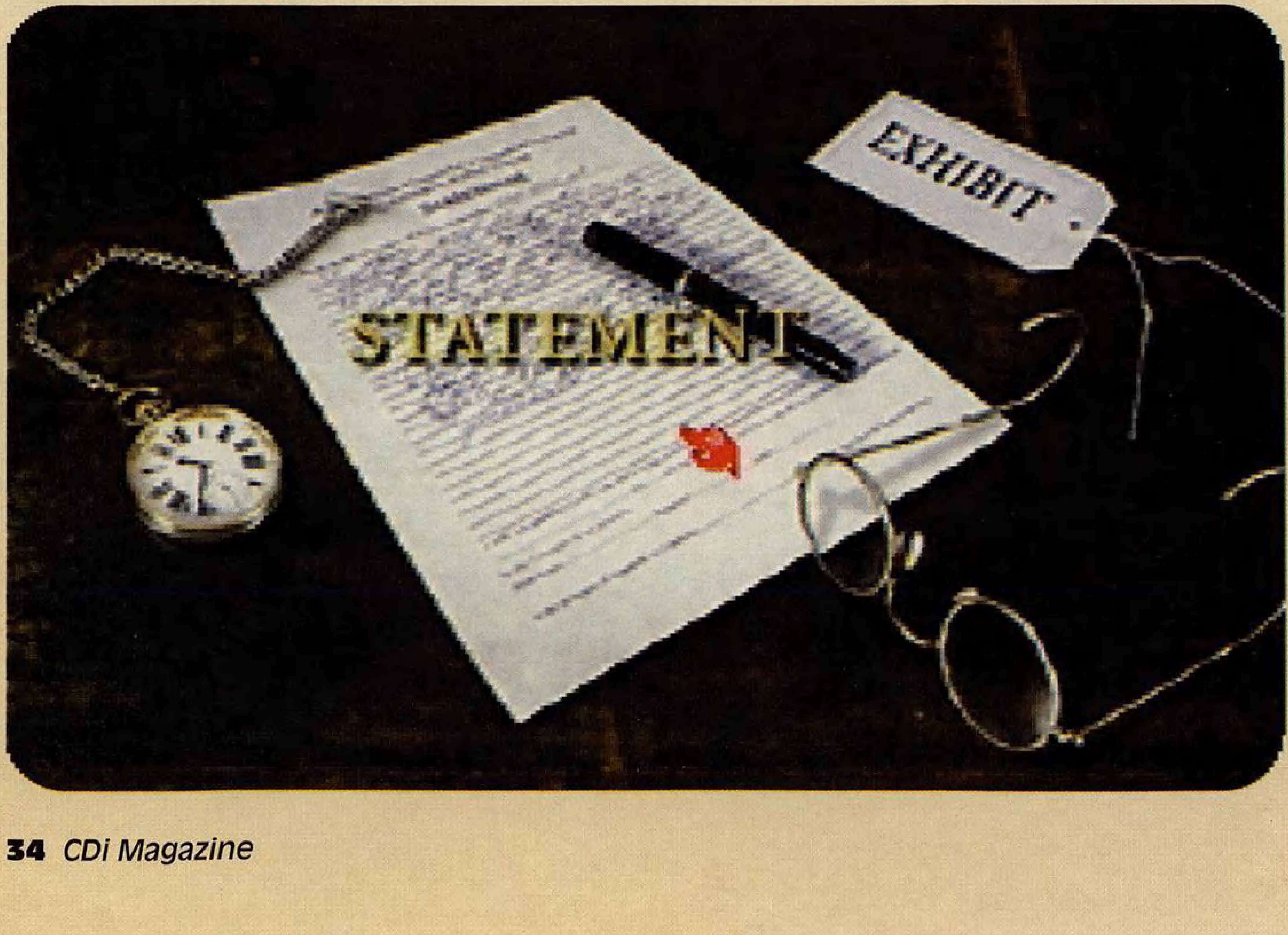


CLUE....

While remaining faithful to the original board game, Clue on CDi is a slick and polished electronic game for all the family, says Andy Clough



Was it Colonel Mustard in the library with the revolver? Or could it have been Mrs White in the kitchen with the wrench?

In fact, in this case, it was Miss Peacock in the library with the knife. After nearly two hours' play, I finally pinned down the murderer and the offending weapon.

3T Productions has been working on a CDi version of the classic Parker Brothers board game for over a year and the fruits of its labours are now becoming apparent. The pre-production disc we had was a very polished affair indeed, with everything seemingly in place and working properly, although a few changes may be made to the final production version.

Clue on CDi bears all the hallmarks of the original game. The familiar characters are there - Mrs White, Colonel Mustard, Professor Plum et al - but this time they appear for real in full Digital Video sequences. Real actors were filmed on location at Arley Hall in Knutsford, Cheshire, England to give the game a more realistic feel. It works.

The really clever thing about the CDi version is that there are three dif-

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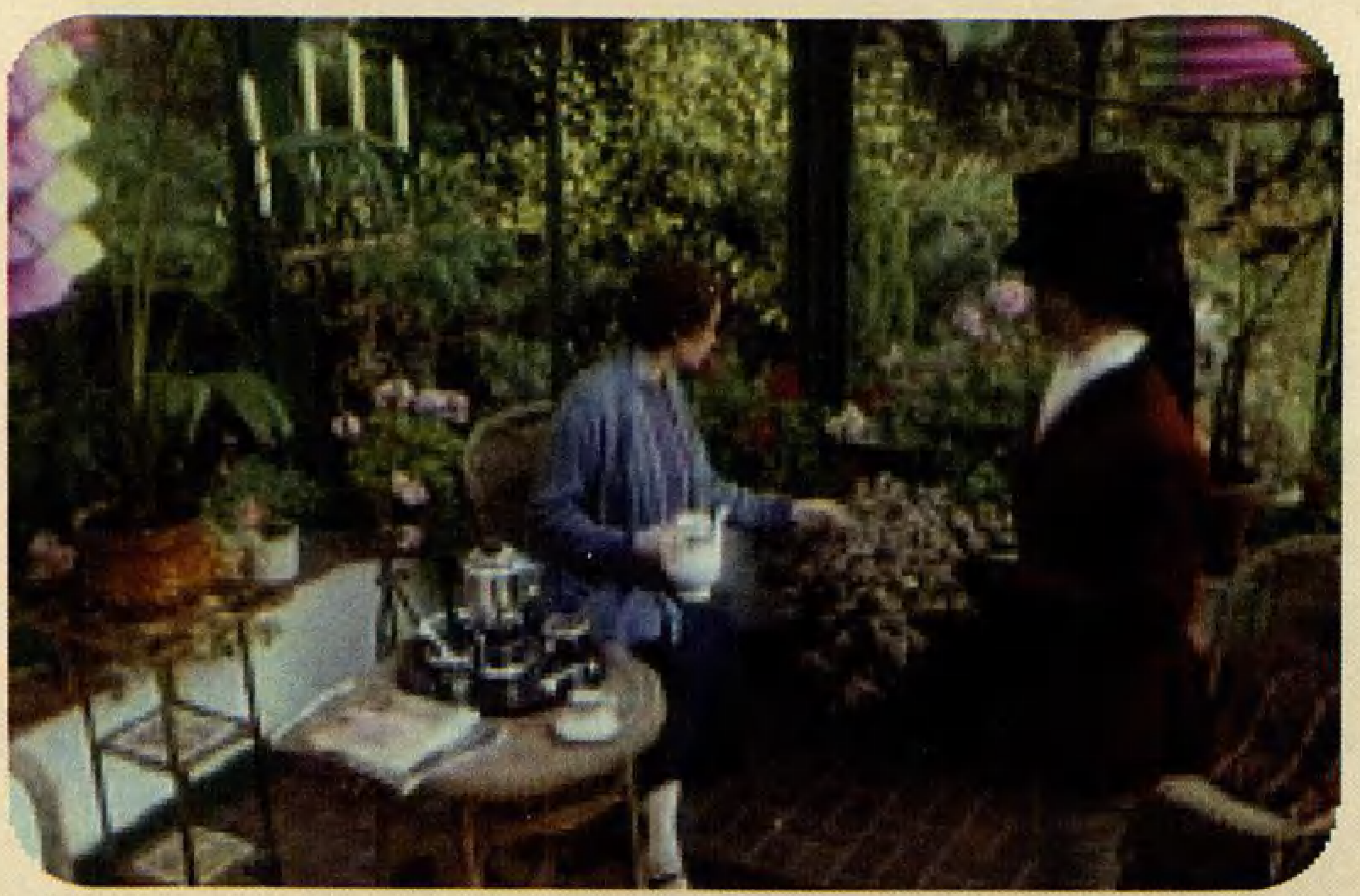
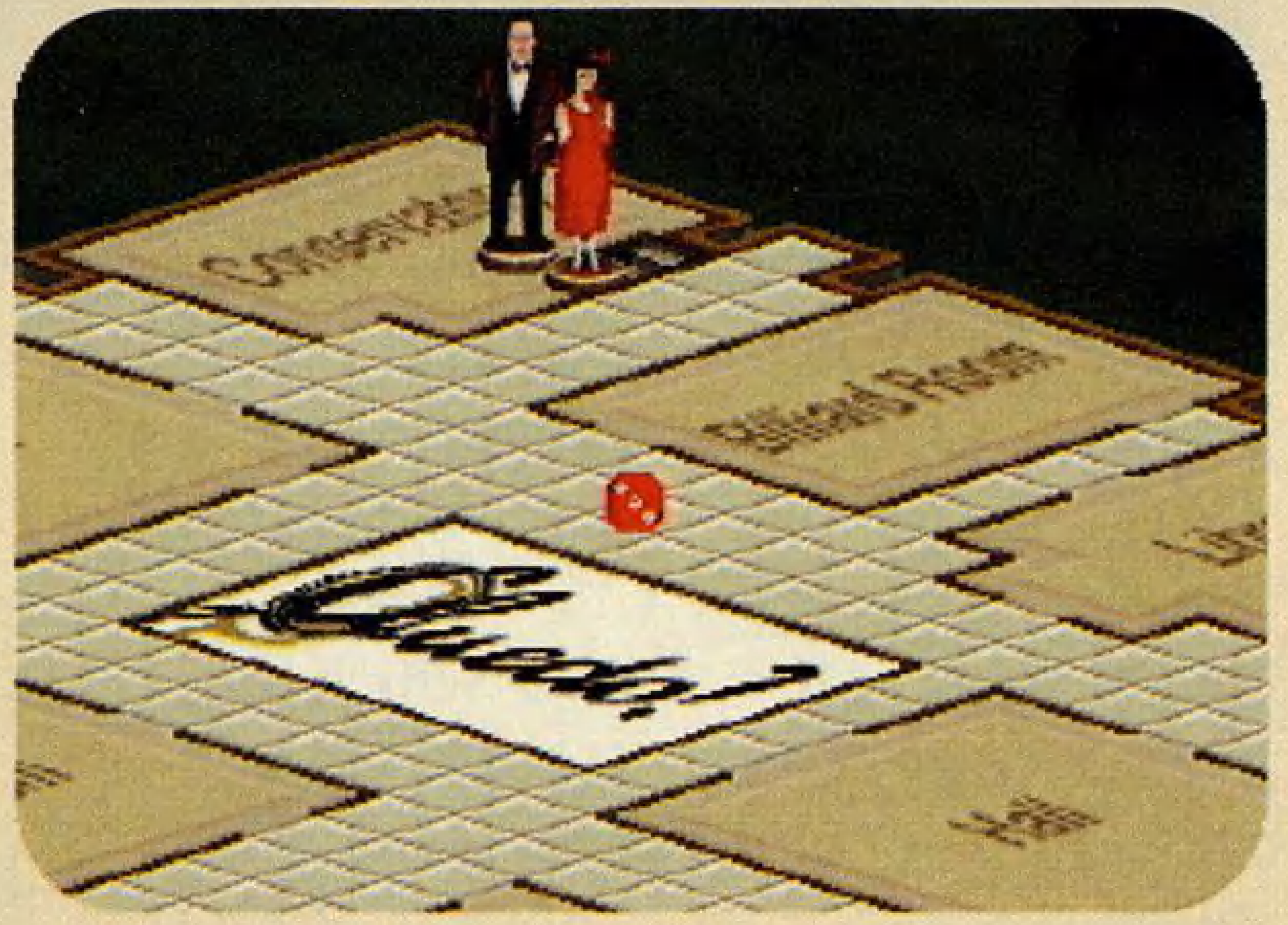
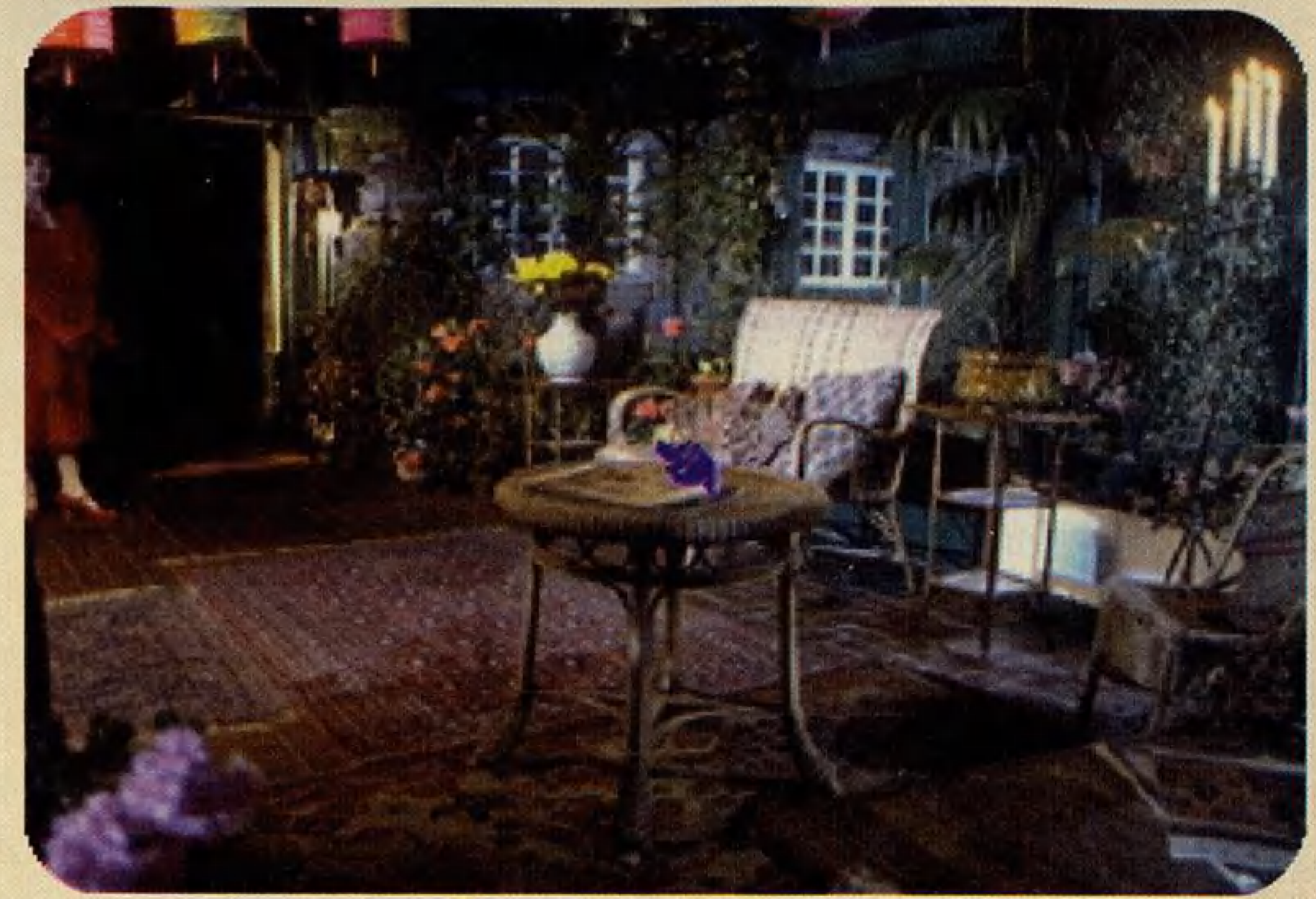


Far left: Colonel Mustard in the drawing room. Middle: identify the potential murder weapon. Left: could there be trouble in the conservatory?





ferent plots, and within each plot four separate possible outcomes. So each time you load the disc into the CDi player, the machine will automatically choose a different storyline.

The introduction begins with the butler, played menacingly by Terence Harvey, setting the scene for the plot. You then select your chosen character, and can play on your own or with up to five other players. To throw the dice, just press action button 2 and the number of squares you can move will be highlighted on the playing board.

Once inside a room, the real fun begins. You must search for clues and evidence of the murder. The cursor changes shape and colour to enable you to carry out a number of functions.

For example, a red magnifying glass signifies an item that can be examined more closely. A movie camera, found by a clock, accesses a "flashback" video sequence which may give further clues. If you find a weapon in a room, you will be told whose fingerprints are on it.

To interrogate your suspects, you must summon the butler by finding a yellow bell and clicking on it. You will be able to select your suspect from the pictures on the butler's tray, and then ask them if they know anything about the weapon, what their alibi is or if they have any other observations. Only the murderer will lie, so listen carefully to what everyone says!

You can also ask the other characters for their observations as you try and unravel the plot. If you get really stuck, you can ask the butler for a clue, but this means you will lose one of your chances to solve the mystery.

Once you think you know the answer, you must enter the room where you believe the murder took place. You then summon the butler, click on the handcuffs and give the name of your suspect and murder weapon. If you are right, the butler explains all. If you are wrong, you get another go.

Playing the game can take anything from 30 minutes to several hours. Much of it depends on luck - how soon you find the murder weapon, and whether you ask the right questions at the right time - but actually solving the problem is down to skill and observation.

This is a very, very slick production. Imagine a country house murder mystery, like The 7th Guest in some ways, but with real actors and video footage. Seeing your opponents appear on screen and talk to you is an unnerving experience at first, especially for those used to playing the "ordinary" board game. But it undeniably adds an element of realism to the proceedings.

A strong cast, including Joan Sims as Mrs White, David Healy as Professor Plum and John Standing as Colonel Mustard, undeniably helps. 3T has certainly not skimped on the production values, and it is good to see an independent British company developing a game specifically for CDi.

Clue deserves to succeed. It is a very slick title and remains faithful to the original version. Of course, as with other similar "point and click" titles, such as Voyeur, there are a limited number of outcomes. This means that once you have learnt all of them, you may become bored with it. But 3T has managed to squeeze 12 scenarios into the game, which is pretty good going.

Fans of the shoot-'em-up games may find Clue a little slow and limiting, but they are not necessarily the target audience. This is a new genre of electronic gaming, that even your grandmother could enjoy, and the whole family can play together.

CDi is perfect for this type of game and the Digital Video cartridge gives the film sequences a quality other platforms can only dream of. 3T is likely to release a sequel with another three storylines on a second disc some time next year.

Cost: $49.98. Out: November
Produced by 3T Productions

TECHNO TODD

PHILIPS
No World Order

Reluctant pop star TODD RUNDGREN talks to JOHN BURNS about his first interactive album on CDi

Todd Rundgren is a busy man at the moment. He is currently on a European tour and his No World Order album has just been released on standard audio CD in Europe, following its debut on CDi last year .

I was only able to catch him on a car phone in his Mercedes as he was shuttled between radio interviews in London.

Rundgren's release of No World Order on CDi is one of the most intriguing music titles to date on the platform. There are 933 separate tracks on it, each between four and eight seconds long. The user chooses from what Rundgren calls "scripts" (basically an order in which the tracks are played) and then alters them with the on-screen menu. The menu lets you fiddle with a host of variables, including changing the rate at which new tracks are played, the tempo, mood and so on.

The idea is that you will never really hear the same record twice. Each experience will be different. But now we have had the interactive version, isn't it a bit of a retrograde step to release a standard, linear CD of the same thing?

"It came out originally as a standard audio disc," explains Rundgren. "It was always meant to be repurposed for a variety of platforms, so even though the music was intended for an interactive format, it still had to survive the process and come out as a linear CD."

Thanks to some nifty compression software, there are about 140 minutes of music on the CDi. But Rundgren was heading out into uncharted territory with this disc. How did he know what he would be able to do with it?

"At first I just had a very vague idea of what was possible," he says, "and I had to go through several mock-ups of what became the final process. Some of them didn't work in real time, though, because the software didn't work.

"To begin with I recorded a few songs and I digitised them to a hard disc, cut them up and reassembled them in various ways to see if it was musically feasible. That seemed to work alright, so the next thing we had to do was to come up with a software engine that would actually reassemble the pieces in real-time. Then it was just a case of creating more music and going through those steps again."

Once the musical aspects of the disc were sorted out, the next problem came with the design of the interface. Rundgren and his team hit upon the notion of "slack"; of the variables not being precise but being a mix of varying tempos and moods.

It seems to be an all-singing, all-dancing solution, but Rundgren is not satisfied. He wants to be able to mix sound "on the fly" and is already looking forward to producing an updated version of No World Order.

"One of the things we are going to have to do is have a whole variety of pre-set options where you only have to push one button," he explains. "That will accommodate the people who are a bit more apprehensive than our so-called ideal listeners. Then at the other end of the scale — for the people who really want to get down and get their hands dirty with the individual pieces of music — there will be an aspect of the interface which will allow you to build your own script and music."

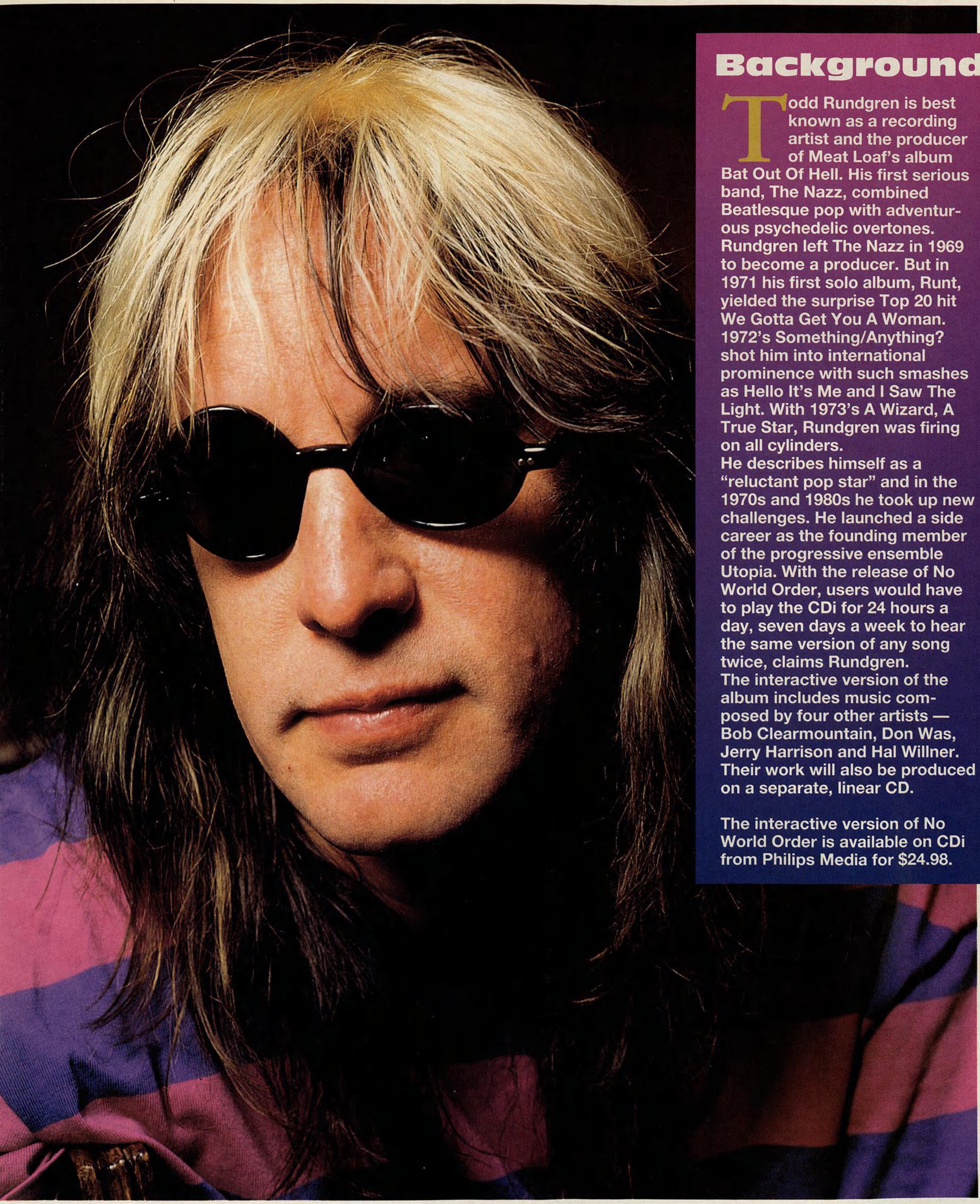
The only problem is that he is not sure they can do all this on CDi.

"If they improve the CDi specification, then it could be possible. Alternatively, we might be able to figure out a way to do it with MPEG audio, but that will require the Digital Video cartridge."

Rundgren is reluctant to release a DV disc, because not every CDi owner has a DV cartridge. But DV would make a lot of sense, especially when it comes to the video option of No World Order, which is (to say the least) a little bit basic in its present form. So why don't the visuals measure up to the rest of the disc?

"We figured we would use all the resources we needed for the sound and see what was left. It turned out there wasn't much! We are running the CDi player at the limit right now. If we had more efficient sound compression and a way to mix sound — and still had some CPU power left over — then we might be able to do something with graphics and video as well." Now that could be something worth seeing.

Photography Mark Tynan



Background

Todd Rundgren is best known as a recording artist and the producer of Meat Loaf's album Bat Out Of Hell. His first serious band, The Nazz, combined Beatlesque pop with adventurous psychedelic overtones. Rundgren left The Nazz in 1969 to become a producer. But in 1971 his first solo album, Runt, yielded the surprise Top 20 hit We Gotta Get You A Woman. 1972's Something/Anything? shot him into international prominence with such smashes as Hello It's Me and I Saw The Light. With 1973's A Wizard, A True Star, Rundgren was firing on all cylinders.

He describes himself as a "reluctant pop star" and in the 1970s and 1980s he took up new challenges. He launched a side career as the founding member of the progressive ensemble Utopia. With the release of No World Order, users would have to play the CDi for 24 hours a day, seven days a week to hear the same version of any song twice, claims Rundgren.

The interactive version of the album includes music composed by four other artists — Bob Clearmountain, Don Was, Jerry Harrison and Hal Willner. Their work will also be produced on a separate, linear CD.

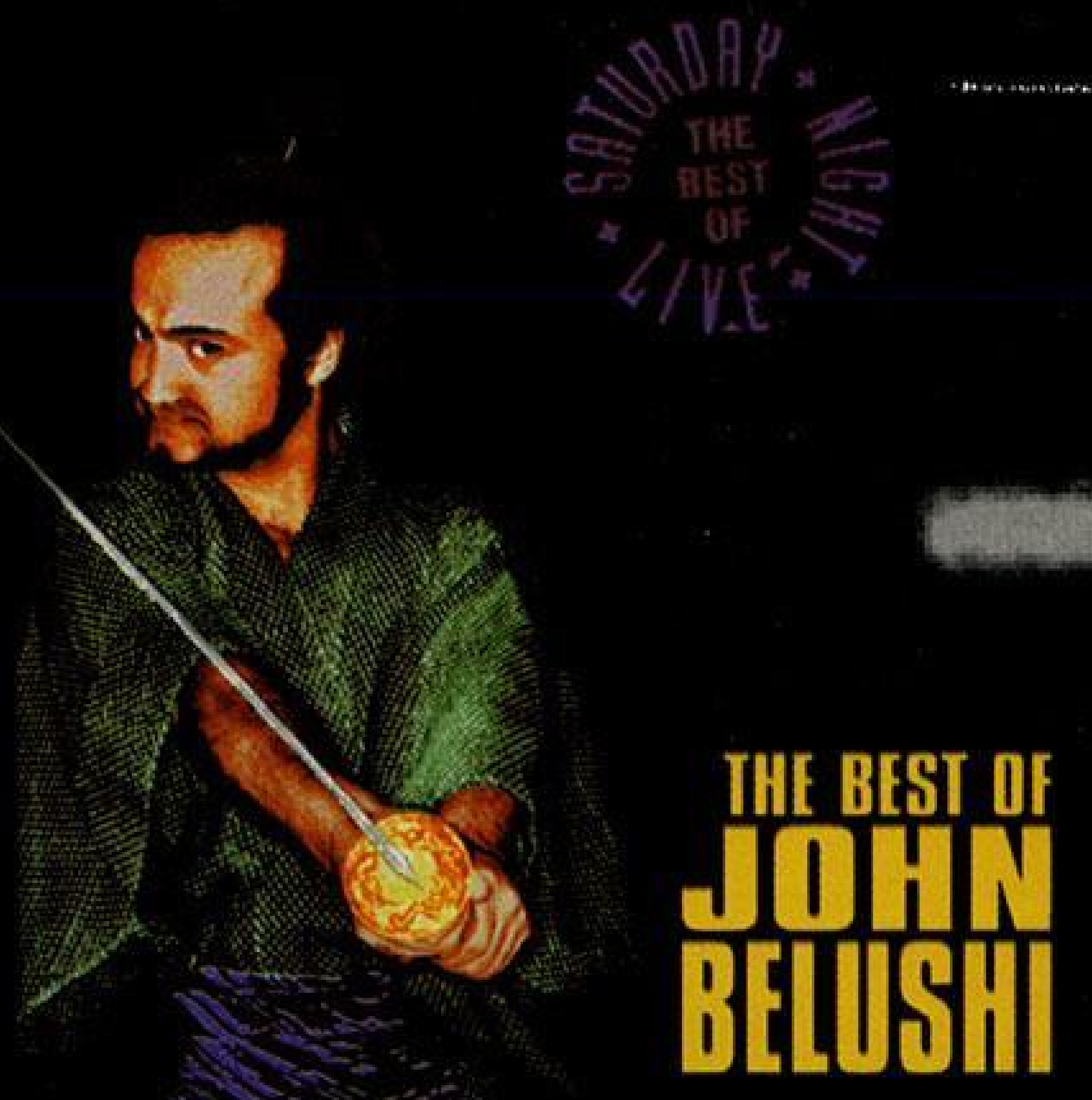
The interactive version of No World Order is available on CDi from Philips Media for $24.98.

WORLD OF WONDERS

Your interactive adventure starts here

Sport Fishing

This action packed program features renowned fishing destinations, techniques, species, equipment, and even delicious recipes.
(DV Cartridge required)
CD-i $ 19.95

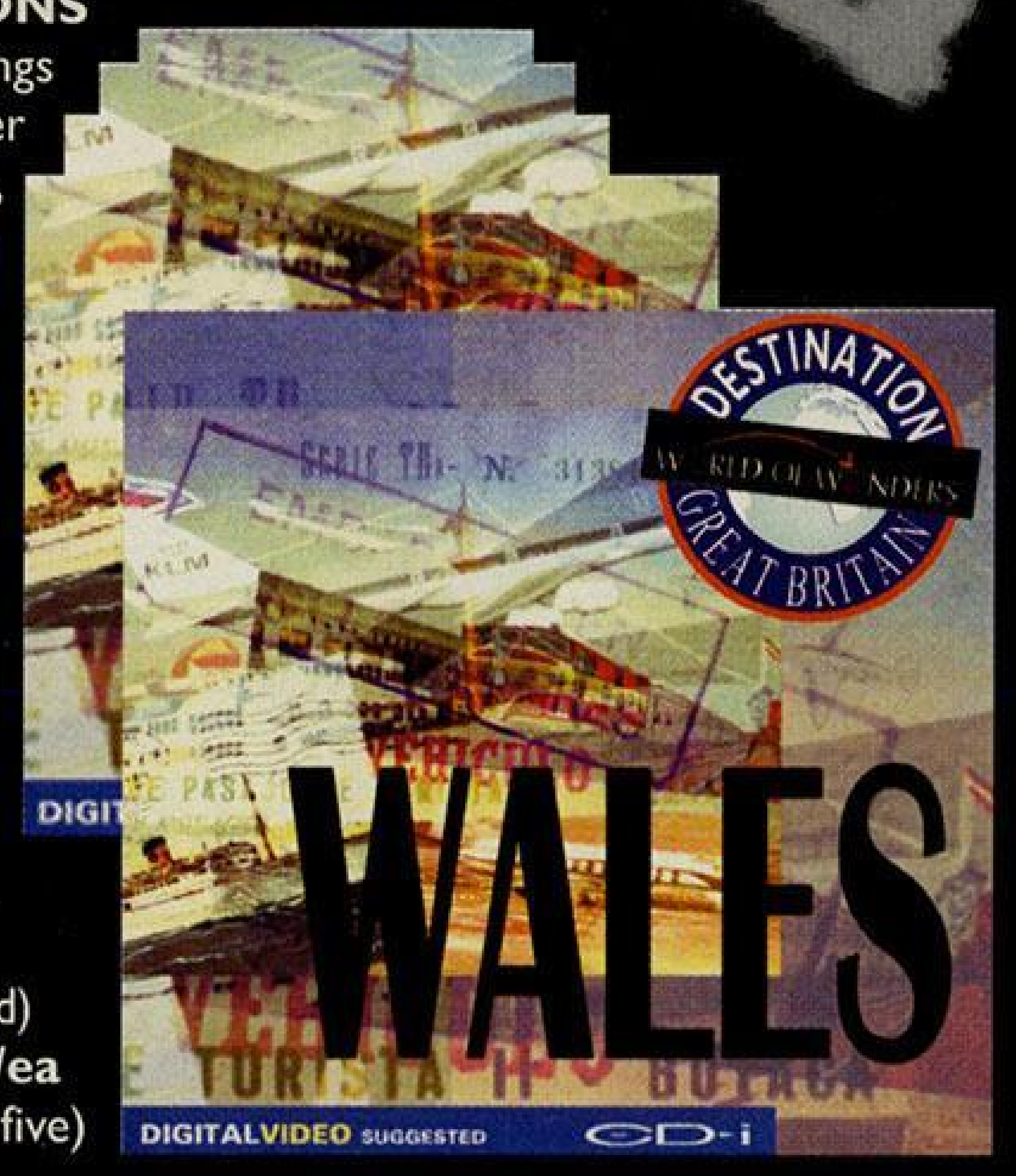

SATURDAY NIGHT LIVE
THE BEST OF
THE BEST OF JOHN BELUSHI

VideoCD $29.95

DESTINATIONS

World of Wonders brings you Europe as you've never experienced it before, through the eyes of travelers who explored its highways and byways, poking into nooks and crannies, recording their experiences in words and images. Each country is covered in 5 programs, with a new destination issued every 6 weeks. Available now: *Central and Northern England, England's West Country, London and Southern England, Wales, and Scotland.*

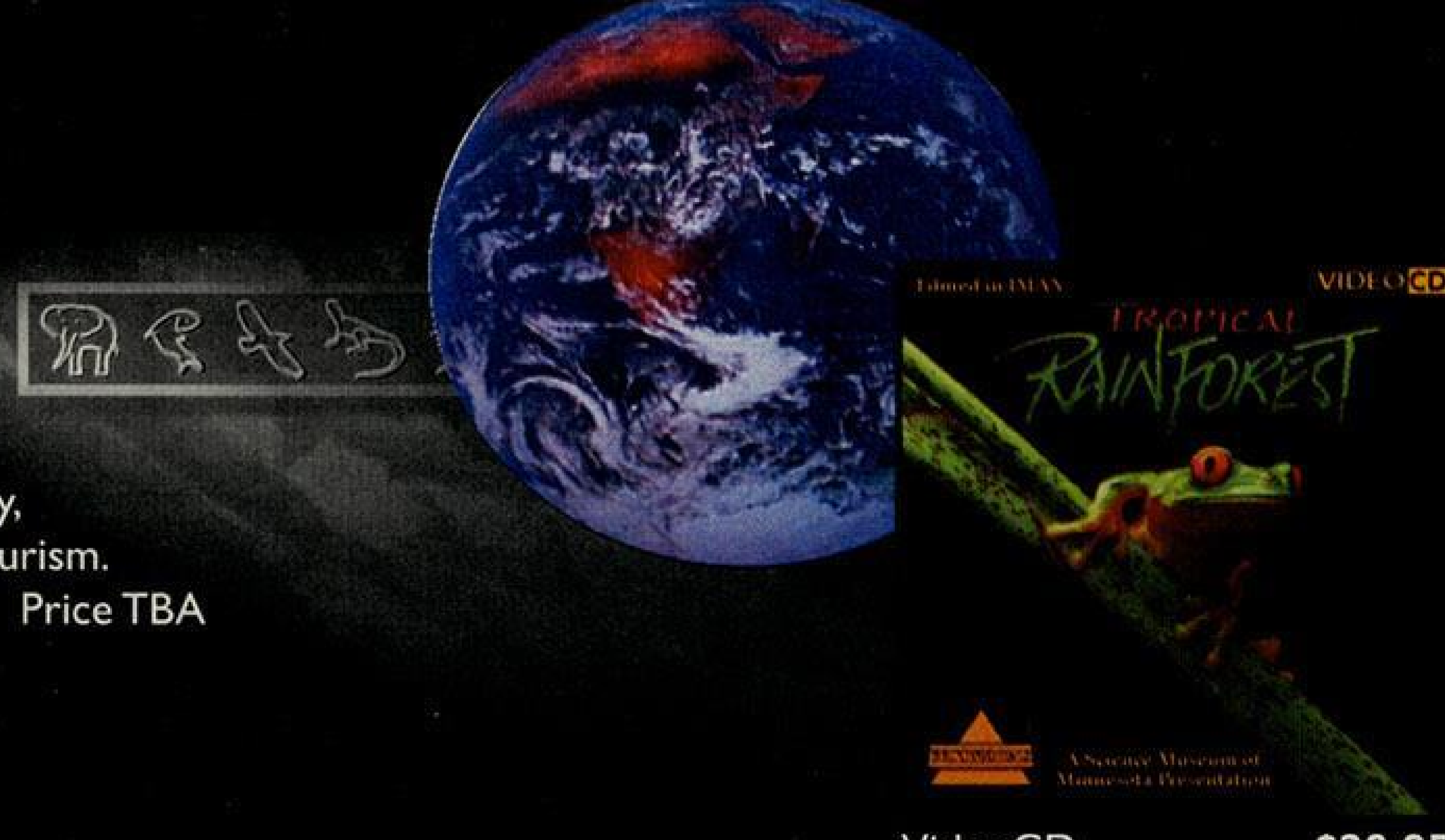
CD-i (DV Cartridge suggested)
CD-ROM $ 19.95/ea
$ 89.95/Country (set of five)


DESTINATION
WORLD OF WONDERS
GREAT BRITAIN
WALES
DIGITALVIDEO SUGGESTED
CD-i

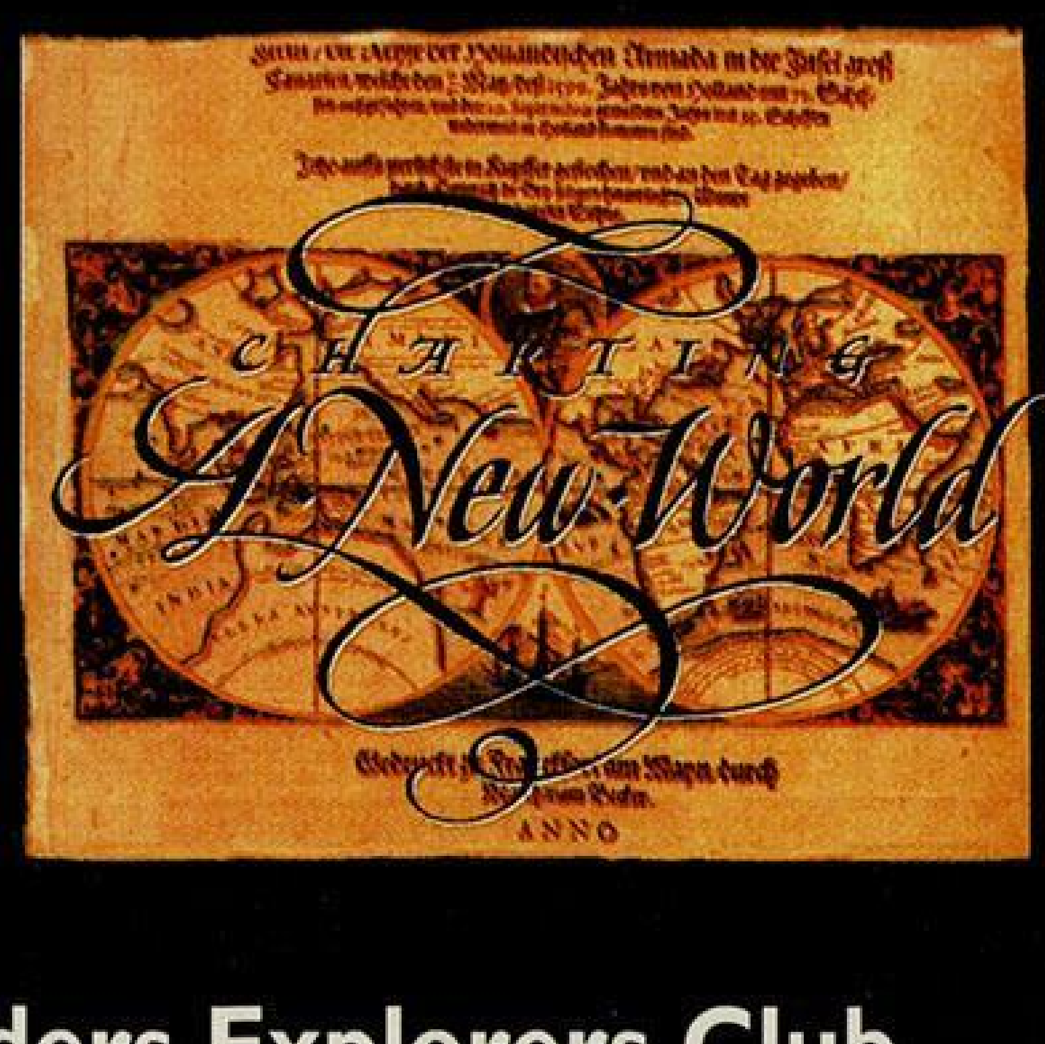
OUR ENVIRONMENT

The Changing Ecosphere

Environmental change as a result of human activities in agriculture, forestry, mining, energy, transportation and tourism.
Release February 1995 Price TBA


VIDEO CD
TROPICAL RAINFOREST

VideoCD $29.95


CHARTING A New World

Take an extraordinary adventure through 60 rare maps from the 15th to 18th centuries. Experience the voyages that advanced the art and science of navigation. Each disc contains 7 hours of narration in English and in French.
CD-i $ 29.95

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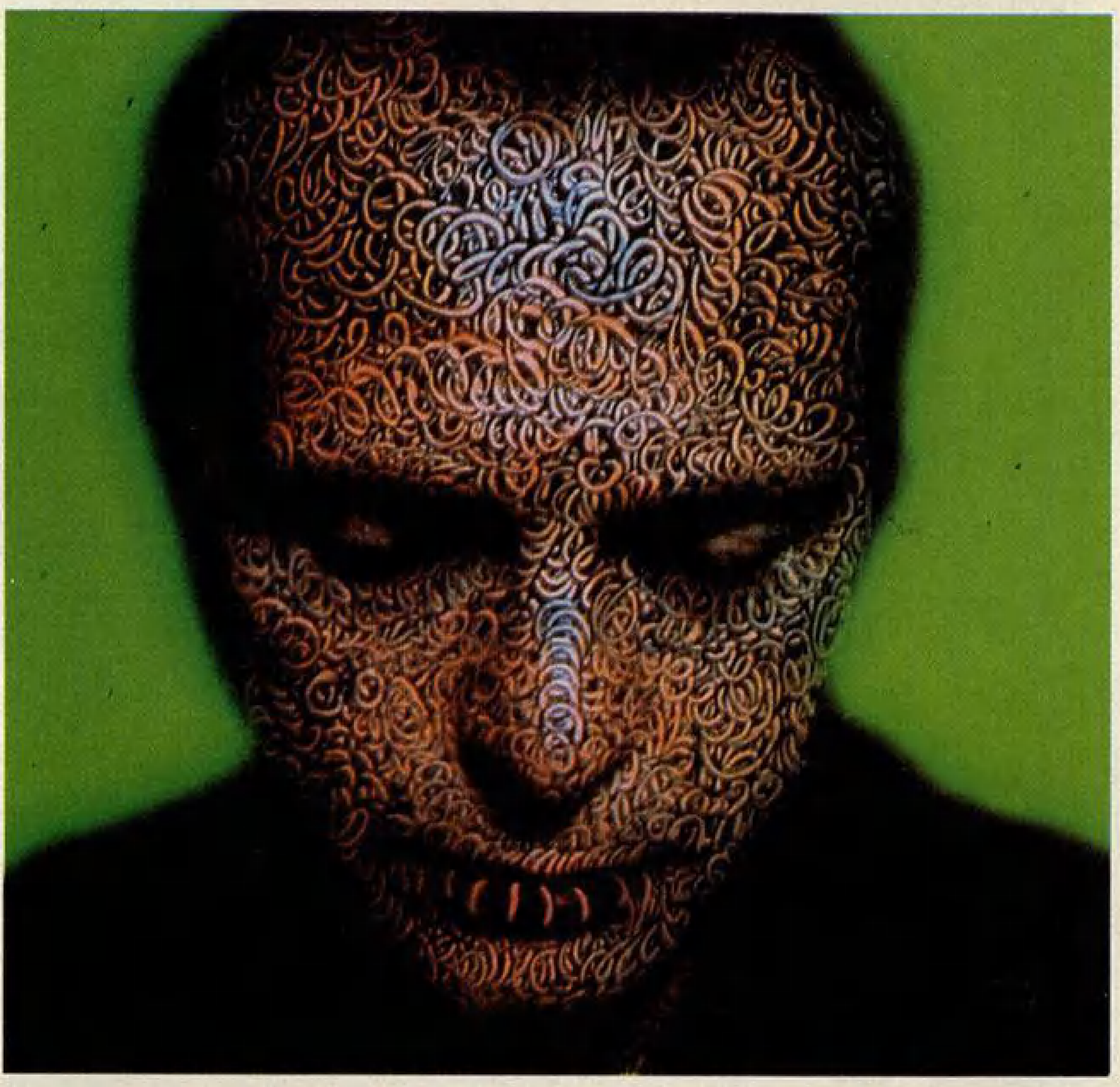
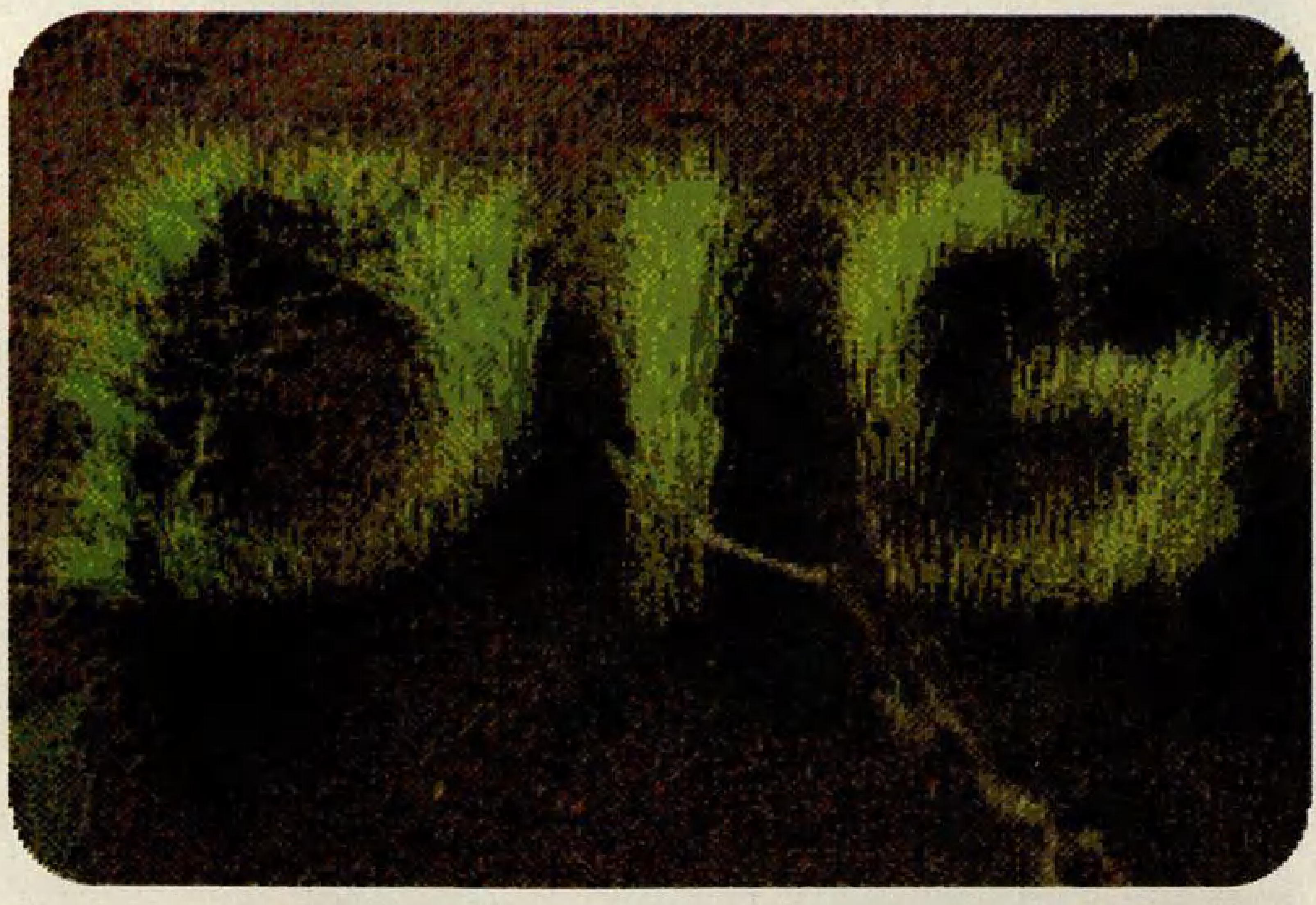
ANDY STOUT casts his critical eye over Peter Gabriel's first release on CDi

PETER GABRIEL: ALL ABOUT US

Above, left and right: video clips from Steam. Below: Peter Gabriel. Bottom: Digging In The Dirt title shot





Music CDis are often disappointing, but music videos as a whole are frequently of a poor standard. It's all very nice to have those five minute segments of creative brilliance shunted onto one release, but they rarely add anything that a couple of hours sitting brain dead in front of MTV can't offer.

Luckily for you, dear reader, Peter Gabriel's release of the videos from his US album is a slightly different kettle of fish. No vast playground of interactivity, perhaps (that was taken care of with Xplora 1), but at least he has tried to add value to the whole package.

Therefore you don't just get straight videos one after the other. All About Us lives up to its title: it includes segments about the making of the videos, some of Gabriel's often metaphysical explanations of what lies behind the tracks and a special discography created for the CDi. There are also previously unreleased videos of Come Talk To Me and Zaar.

Despite all the extra elements, it is still the videos which grab your attention. Gabriel has devoted as much time and energy into developing the visual side of his work over the past few years as he has the musical, and it shows.

Effort, lots of effort, goes into presenting these visuals. Digging In The Dirt, for example, has time lapse photography that varies from 500 frames per second to one every seven hours in its footage.

The results are nothing short of breathtaking. Even in an age when almost every other advertisement you see on TV has some form of stop/go animation or morphing in it, Gabriel's videos still have the capacity to surprise. It is cutting edge stuff, melding state-of-the-art computer animation with surreal imagery, especially on the visuals for Kiss That Frog.

Musically it is excellent too, deepening and exploring the commercially successful sound he found with So. If you thought the multi-award winning Sledgehammer was impressive to watch, you ain't seen nothing yet.

Cost: $24.98
Out: Now
Rating: ☆☆☆☆☆

RATINGS:
☆=poor ☆☆=average
☆☆☆=good ☆☆☆☆=very good
☆☆☆☆☆=excellent

KIDS TALK

ANDY CLOUGH talks to SARINA SIMON, president of Philips Home and Family Entertainment Group

AC: When was the Family Entertainment group set up?

SS: It was formed during the summer of 1993 under the auspices of the president and chairman of Philips Media, Scott Marden.

AC: What is its main objective?

SS: Family Entertainment's primary objective is to create sophisticated, creative, wholesome and, most of all, fun software programs that children love and parents value. Our products offer families entertaining alternatives to videogames and television programming.

AC: Do you develop all the titles in-house at Philips, or work in conjunction with outside developers?

SS: Both. We have several in-house production groups here in our studios in Los Angeles. Currently both Philips Sidewalk Studios and Philips *FunHouse* produce titles for children. In addition, we have ongoing relationships with outside, independent companies which produce programs in association with our development executives and production management staff.

AC: What criteria do you use to decide if a particular title is worth developing for CDi?

SS: We consider many factors when deciding to go ahead with a particular project. These range from subject matter, demographics, inventiveness, uniqueness, age-appropriateness and interface design to marketing and financial advantages. We often look for projects that feature a celebrity or a reputable license.

AC: How much does a title such as Crayon Factory cost to produce?

SS: A CDi title can range anywhere from $75,000 to $1m, depending on the complexity of the engineering, the cost of the talent or content, as well as other considerations.

AC: A lot of the existing titles are base case. Will you make more use of the Digital Video cartridge in future? If so, how?

SS: Yes, we do plan to make more use of the Digital Video technology. In fact, many of our recent and upcoming releases utilise the DV cartridge. We are taking advantage of this remarkable technology by using existing live action footage such as the magnificent Chronicles of Narnia video from the BBC, original live action material, and full screen traditional cel animation from such greats as Hanna Barbera as well as our own Sidewalk Studios.

*AC: Can you tell us about Sidewalk Studio and *FunHouse* and their involvement in creating Family Entertainment titles?*

SS: We are very proud of our in-house products. Philips Sidewalk Studios, under the creative direction of Gary Drucker and Rebecca Newman, has been the backbone of our label group. They have contributed breakthrough titles such as the Berenstain Bears On Their Own, Surf City and now their latest release, Crayon Factory.

Philips *FunHouse*, which is headed by master game designer Cliff Johnson, has also provided us with two spectacular titles, Hanna Barbera's Cartoon Carnival and the upcoming Merlin's Apprentice.

Photography: Joel Lipton

AC: Many of the titles you have released to date are based on American TV shows or characterss. Do you have any plans to develop titles using European characters?

SS: Yes, with upcoming Family Entertainment releases such as Muzzy from the BBC, Naftaline

PHILIPS
EMU CD-I
CD-I
PHILIPS

Sarina Simon and Cliff Johnson of Philips *FunHouse*

from France, Clue from Parker Brothers and Ultimate Noah's Ark from Penguin Books, we are definitely committed to broadening our horizons. In addition, we have just added a director of development in our UK office to search out products in Europe.

AC: How important is Family Entertainment software in the context of Philips's CDi strategy as a whole, given that, in Europe at least, CDi films and games are the driving force behind the system?

SS: While it is true that games and movies are a primary factor in driving CDi player sales, we feel that CDi is more than just a games machine. CDi can deliver quality entertainment and educational experiences to the whole family, young and old, male and and female alike. This sets us apart from other platforms which do not provide benefits for the whole family. Philips is a consumer electronics company and we believe that like other successful consumer electronic devices, such as the TV or compact disc player, CDi must speak to the whole family. Family and Home Entertainment products therefore play an important role in our strategy.

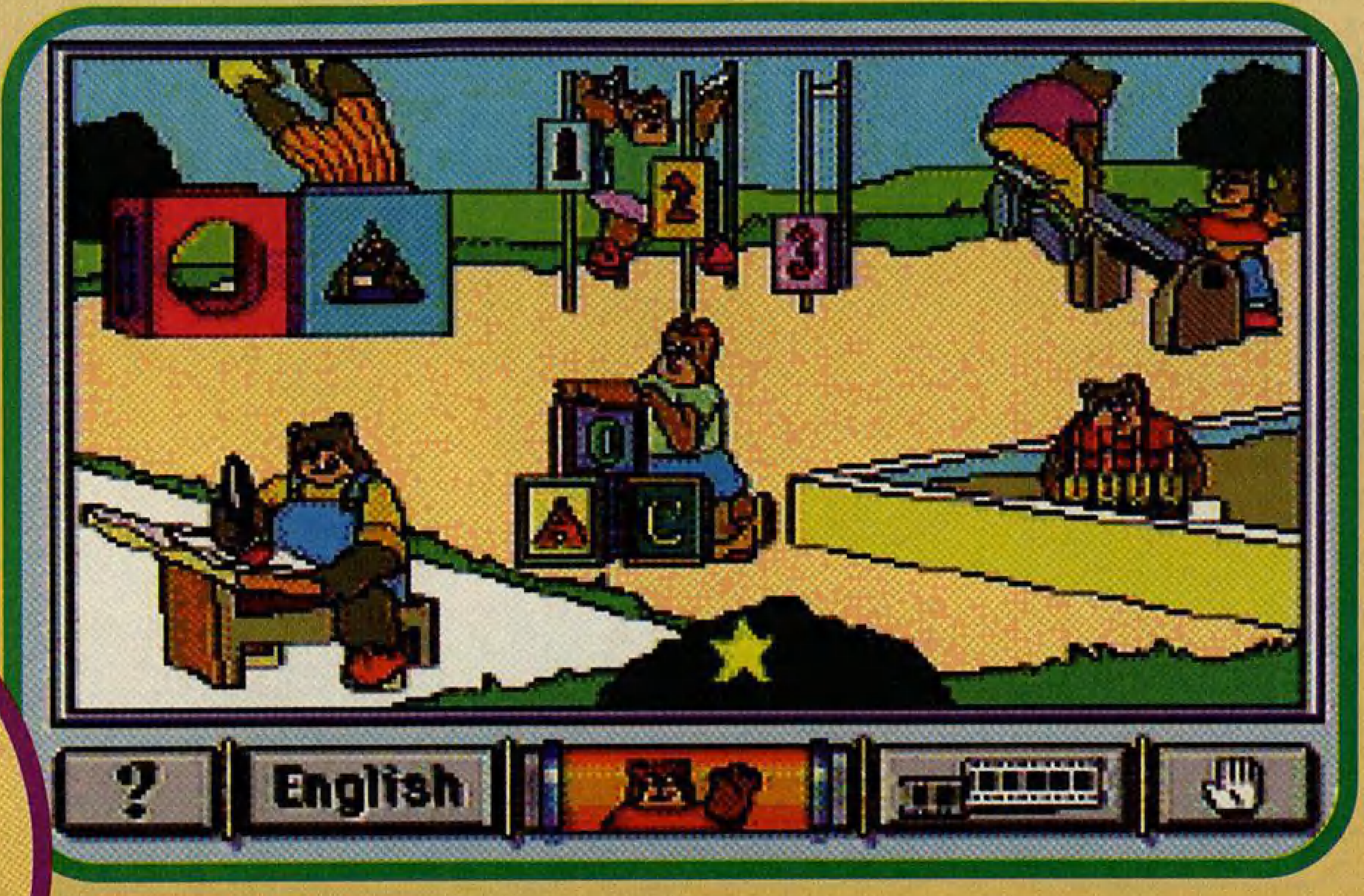
AC: You are also responsible for the Home Entertainment label, but there doesn't seem to be a great deal of new software being released. What are your plans for Home Entertainment?

SS: Home Entertainment has undergone an overhaul in the last six months since it merged with the Family Entertainment group. A careful evaluation of the marketplace was conducted and some titles which were in development were shelved in lieu of new ones which we felt were of wider consumer interest. In the future, we plan to concentrate on key general interest areas such as home entertainment, reference, fitness and self-improvement.
1995 will see the release of three fitness titles, two with America's fitness star Kathy Smith and one with Cosmopolitan. There will be more titles from Playboy and follow-ons to A Child Is Born and Joy of Sex.

AC: Finally, can you tell us a little about new titles you have planned for release next year?

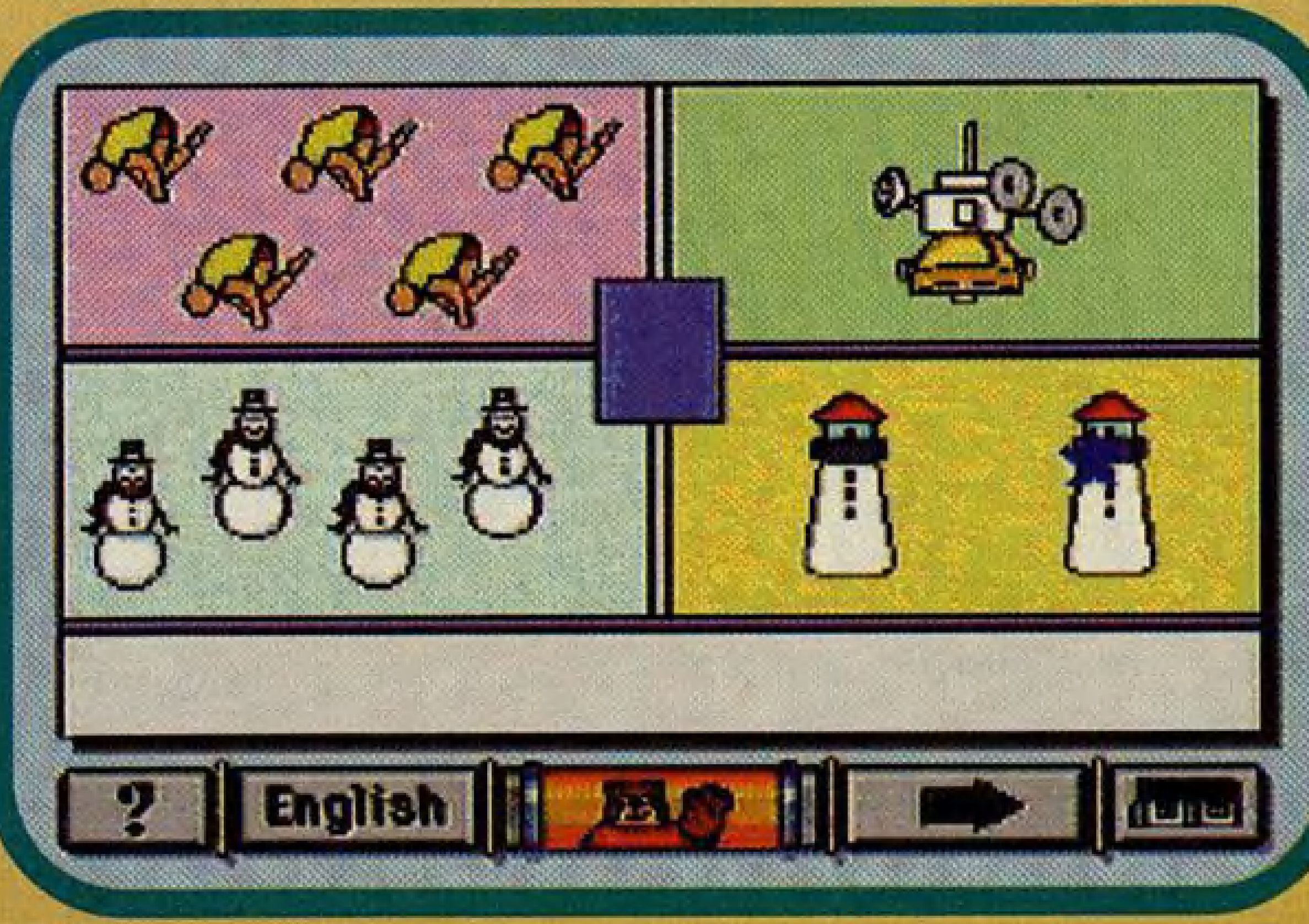
SS: In addition to the products previously mentioned, we are looking forward to the 1995 release of a storybook series based on world reknowned children's books, an amazing new hands-on science series, an electronic activity book featuring Felix The Cat, a music title featuring state-of-the-art puppetry and a host of other surprises.
I can't tell you more than that for now, but take my word for it, family and home entertainment titles on CDi are getting better and better.

There's plenty to entertain kids this fall on CDi. Try some magnificent magic, play a round of golf, go to school with Little Monster or join Stickybear and his friends



STICKYBEAR PRESCHOOL

In case you were thinking that CDi only offers computer games and movies, here is a perfect example of the educational value of the software being produced by Philips Family Entertainment label.



Stickybear Preschool follows on from the highly successful Stickybear Math, and once again features the loveable character of Stickybear, created by Richard Hefter.

This time the activities are based around letters, numbers, words, colours and shapes. You join Stickybear in the school playground and have to take part in a number of exercises.

For example, in the alphabet section you can click on any letter, and an object beginning with that letter will be shown on screen. Press F and a frog will appear, V for a volcano and so on.

In the numbers section, if you press on a particular number, that many objects will appear on screen. And if you want to colour in a picture or find out the names of different shapes, you can do that too.

After you have explored a while, you can then get Stickybear to ask you questions. So he might ask you to press on the letter K in the alphabet section, and if you do it correctly, a kangaroo will appear. Similarly, he may ask you to choose a particular number, and if you get the right answer, that number of objects will appear on screen.

This is an ideal way for young children to familiarise themselves with words, letters and numbers and should provide many hours of fun. It certainly beats watching "ordinary" television!

Produced by Optimum Resource

RATINGS

Graphics: 80%
Sound: 85%
Interactivity: 88%
Overall: 85%

Cost: $29.98 *Out: November*

MAX MAGIC

Meet Max Maven, expert extraordinaire, the master of mental magic.

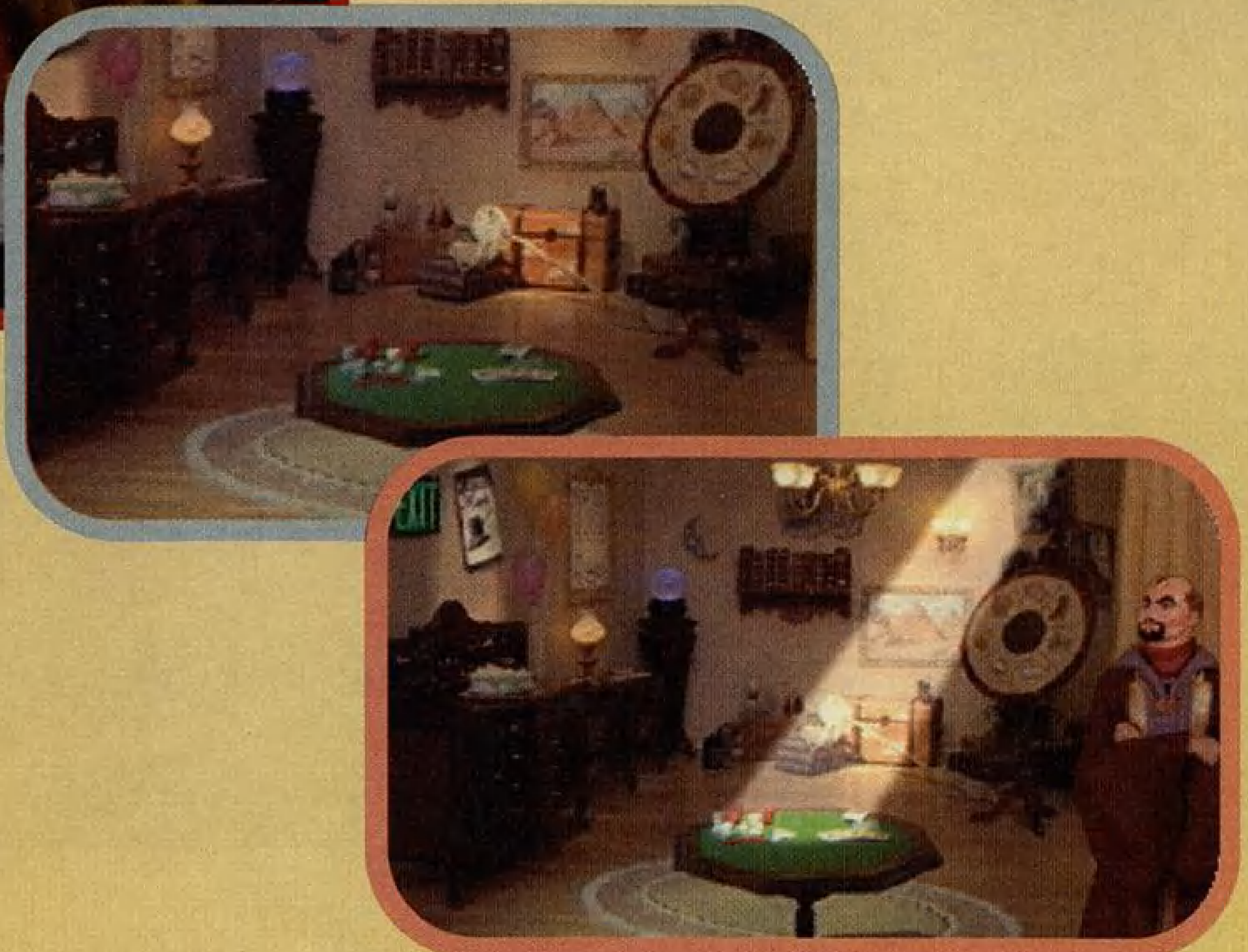
Max is your guide in the wonderful world of magic in which he lives. He will show you new tricks and ask you to pit your wits against his own. You begin by touring the Magic Mansion, where you can either see seven tricks performed in Max's inner sanctum or learn the tricks and perform with him on the stage. By moving the spotlight around his room, you can choose the trick you want Max to perform - try Take Away, Pyramid Mystery, the Happy Birthday game or Psychic Cabinet.

The real joy of this title is the wonderful range of voices Max insists on using. At

RATING

Graphics: 80%
Sound: 85%
Interactivity: 85
Overall: 85%

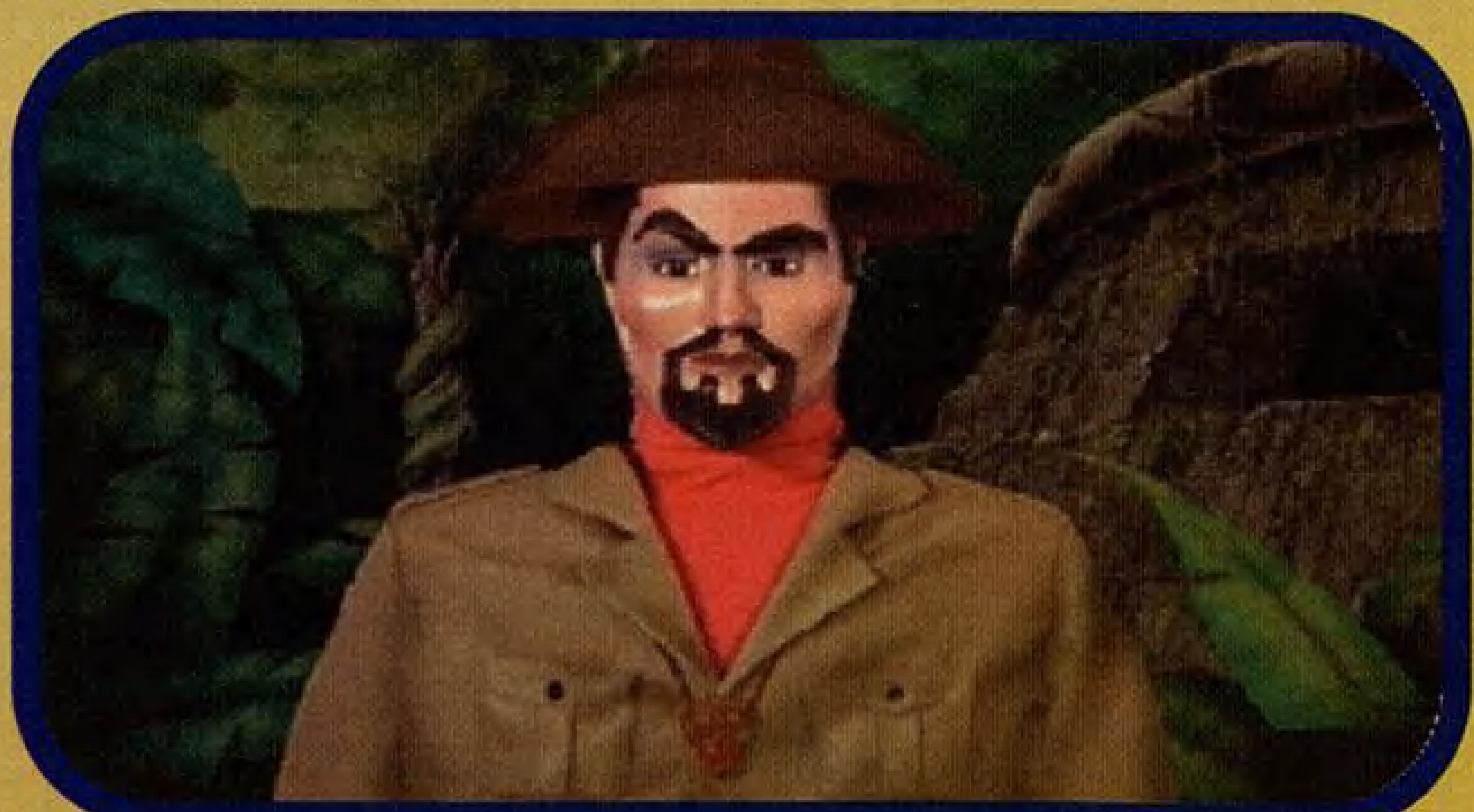
Cost: $34.98 *Out:*

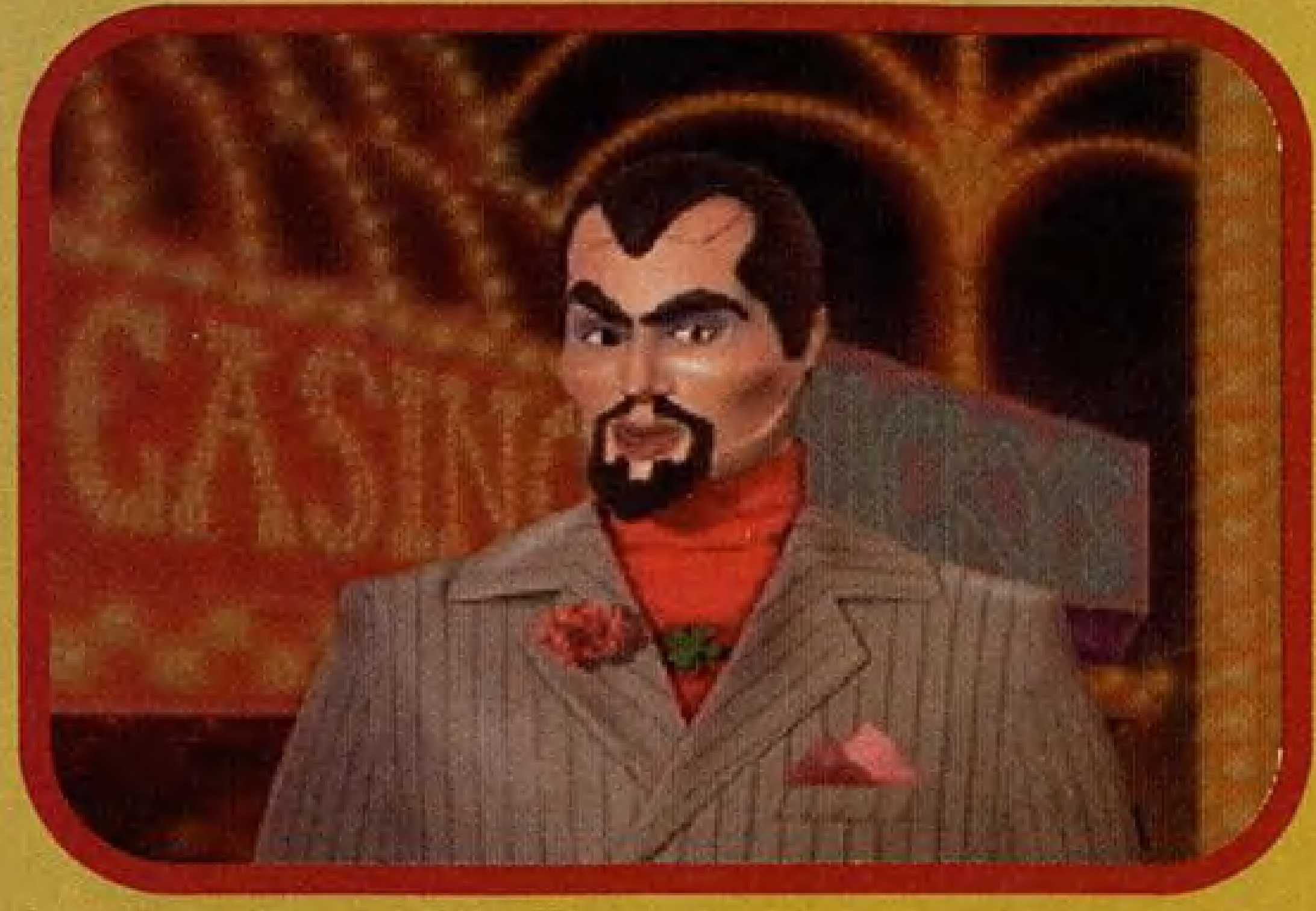


times suitably menacing, at others very suave, Max becomes your mentor in all things magic.

The tricks are convincing and will leave you laughing with surprise or kicking yourself with irritation. Your friends will be amazed, too. There's plenty to tease the old brain cells as you struggle against the CDi player in a desperate attempt to wipe the smirk off Max's face. Truth is, he usually has the upper hand! But don't let that put you off. There's plenty of fun to be had, so get your friends round and impress them with your magical skills. Ideal for 8 plus.

Produced by PF Magic

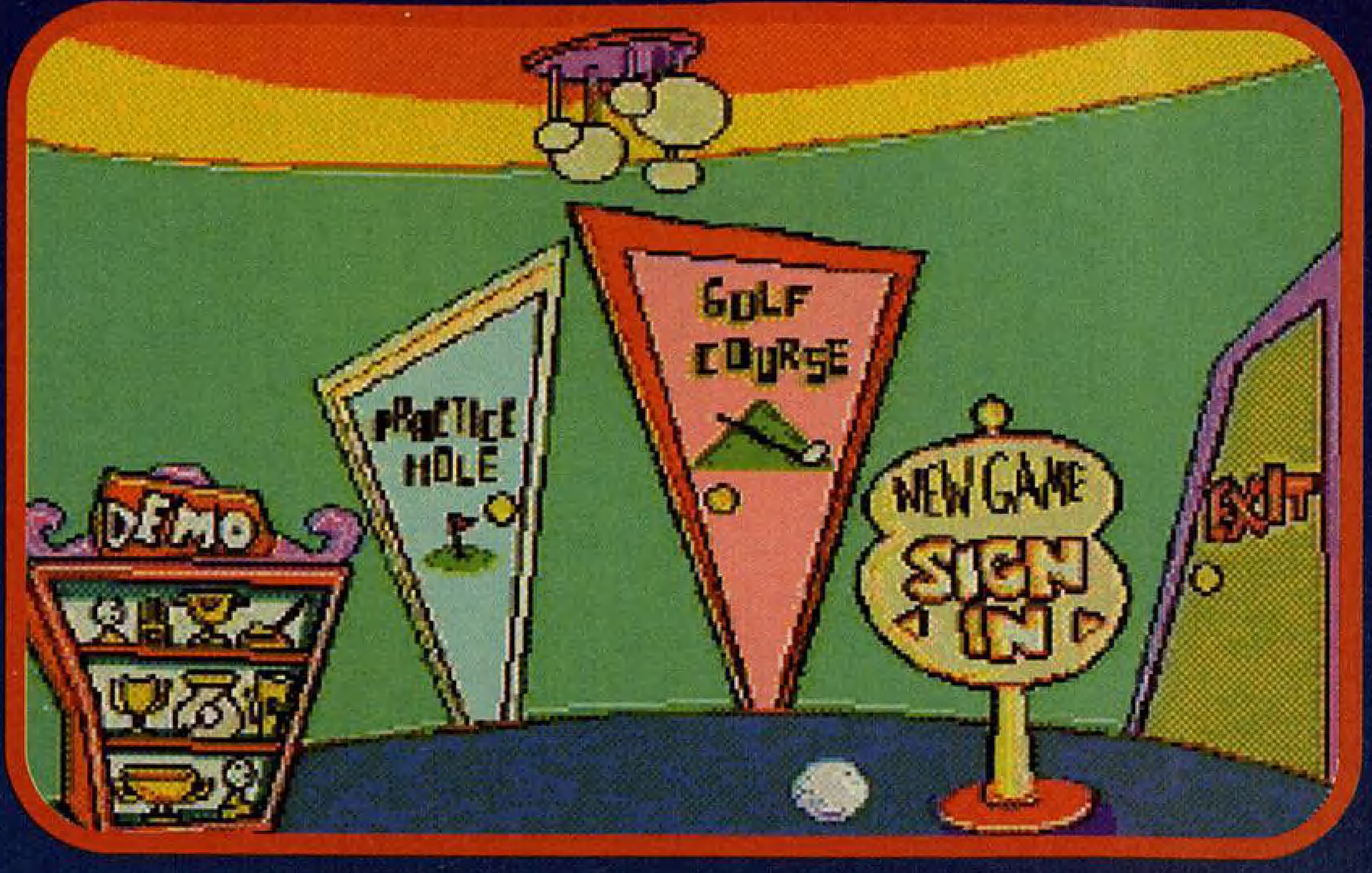




S

3%

November



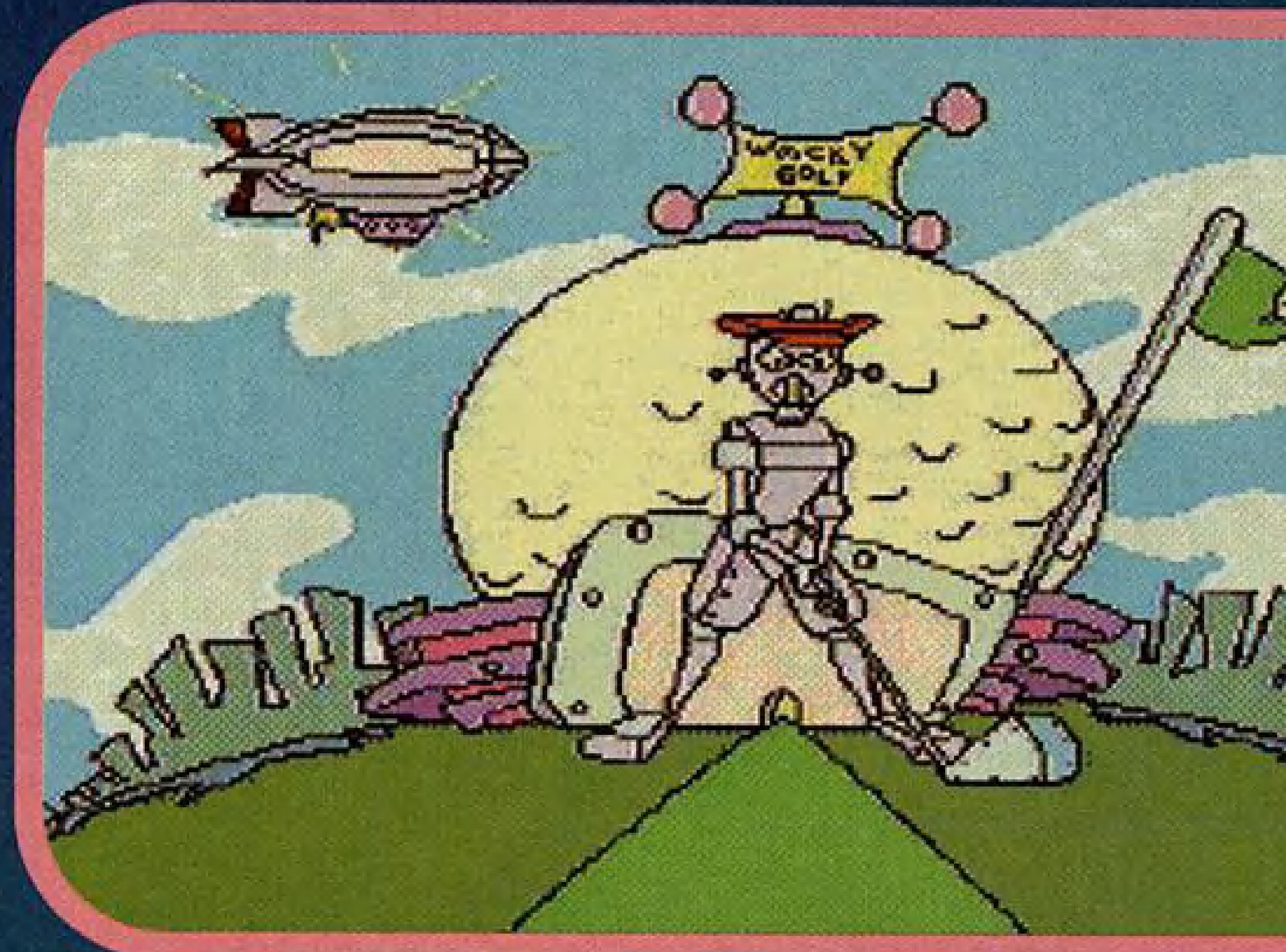
WACKY WORLD OF MINIATURE GOLF

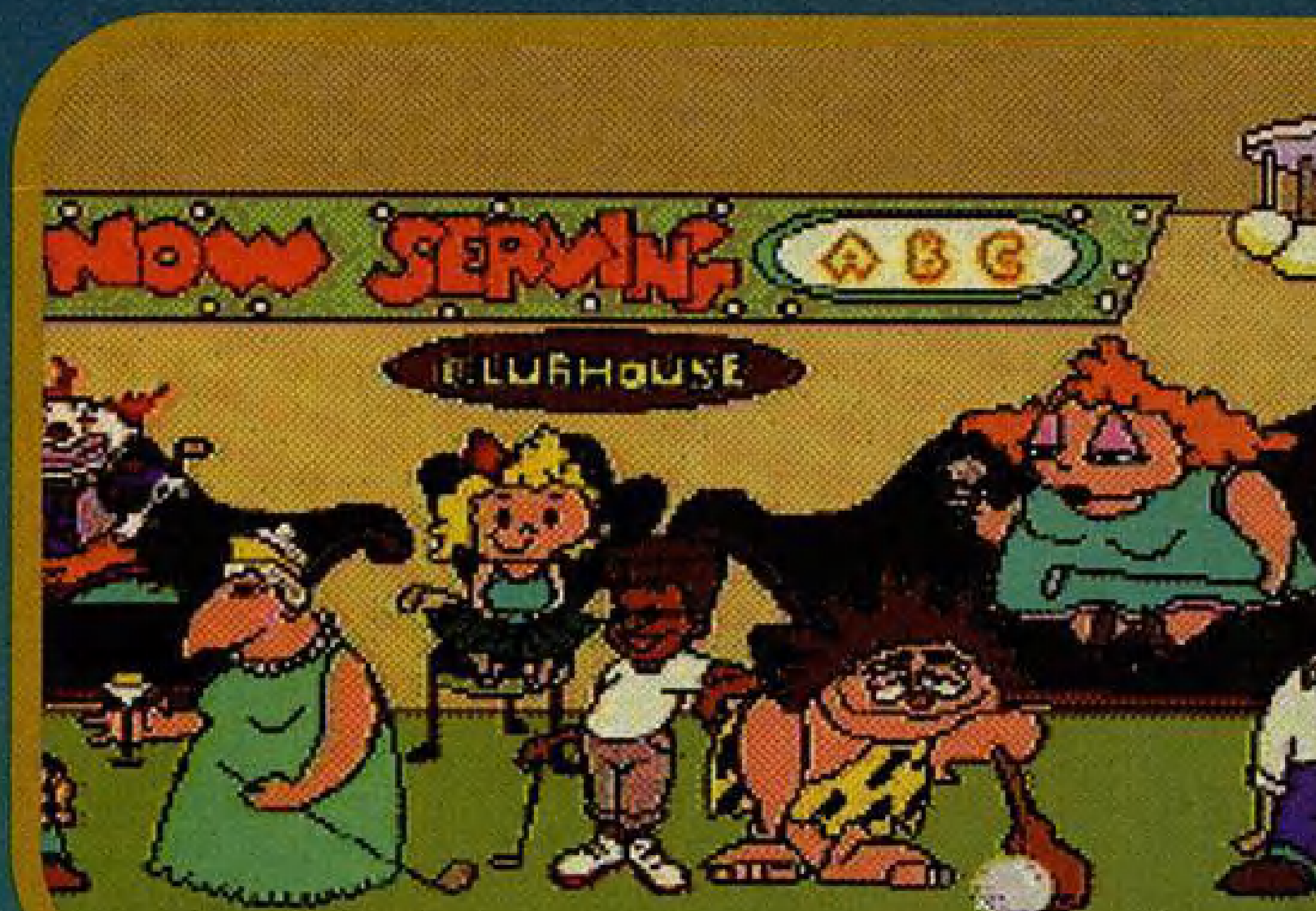
Another excellent product from Philips' Sidewalk Studio in California. This is a simple mini golf game designed for kids. There are 18 holes to play, but first you must key in your name and choose one of 12 characters to represent you on the screen. In the clubhouse you can select a demo tour, go to the golf course or choose the practice hole.

If you select the main golf course, there are a variety of obstacles that get in your way. Take your pick from, among others, The Hole on the Wrong Side of the Track, Shark Soup or The American Dream Hole.

The controls are simple. Select to hit the ball to the left, right or straight down the middle. If you're lucky, it won't be demolished by a hungry shark or dosy dinosaur!

The gameplay seemed a bit random on the version I saw, with luck rather than skill determining whether or not the ball went in, which could be a bit frustrating. But the graphics and soundtrack are great and there is a sense of humour in the commentary that is something of a Sidewalk Studio hallmark. Highly recommended.





Produced by Philips Sidewalk Studio

RATINGS

Graphics: 85%

Sound: 90%

Interactivity: 75%

Overall: 85%

Cost: $34.98 **Out:** Now

LITTLE MONSTER AT SCHOOL

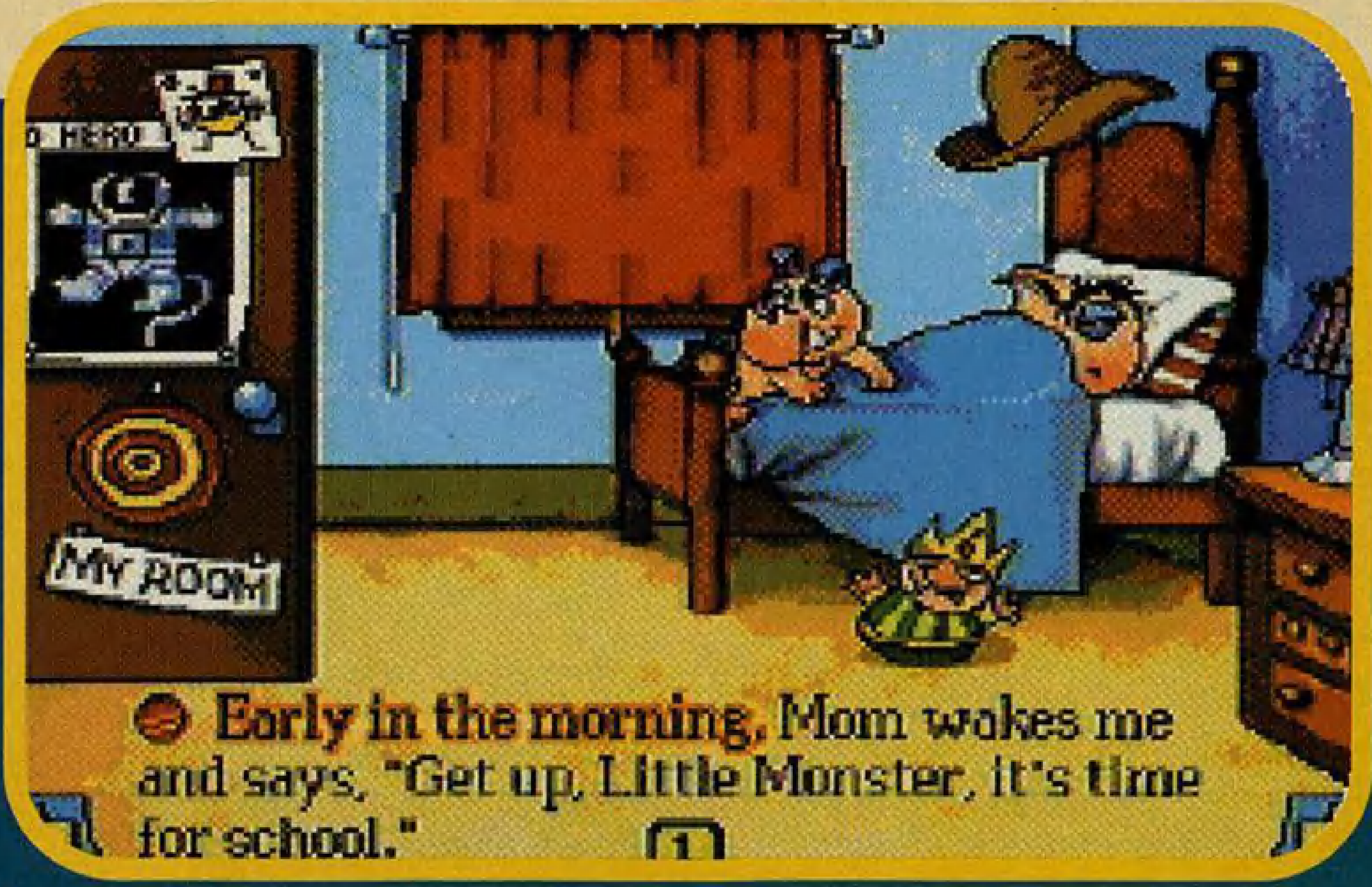
Broderbund Software is behind this CDi version of the Little Monster at School book written by best-selling children's author Mercer Mayer. Kids can learn about counting skills, proper nutrition and table manners, brushing their teeth and crossing the street. The scenario is very simple. The character of Little Monster narrates a typical day in his life - getting up in the morning, having breakfast, going to school and so on.

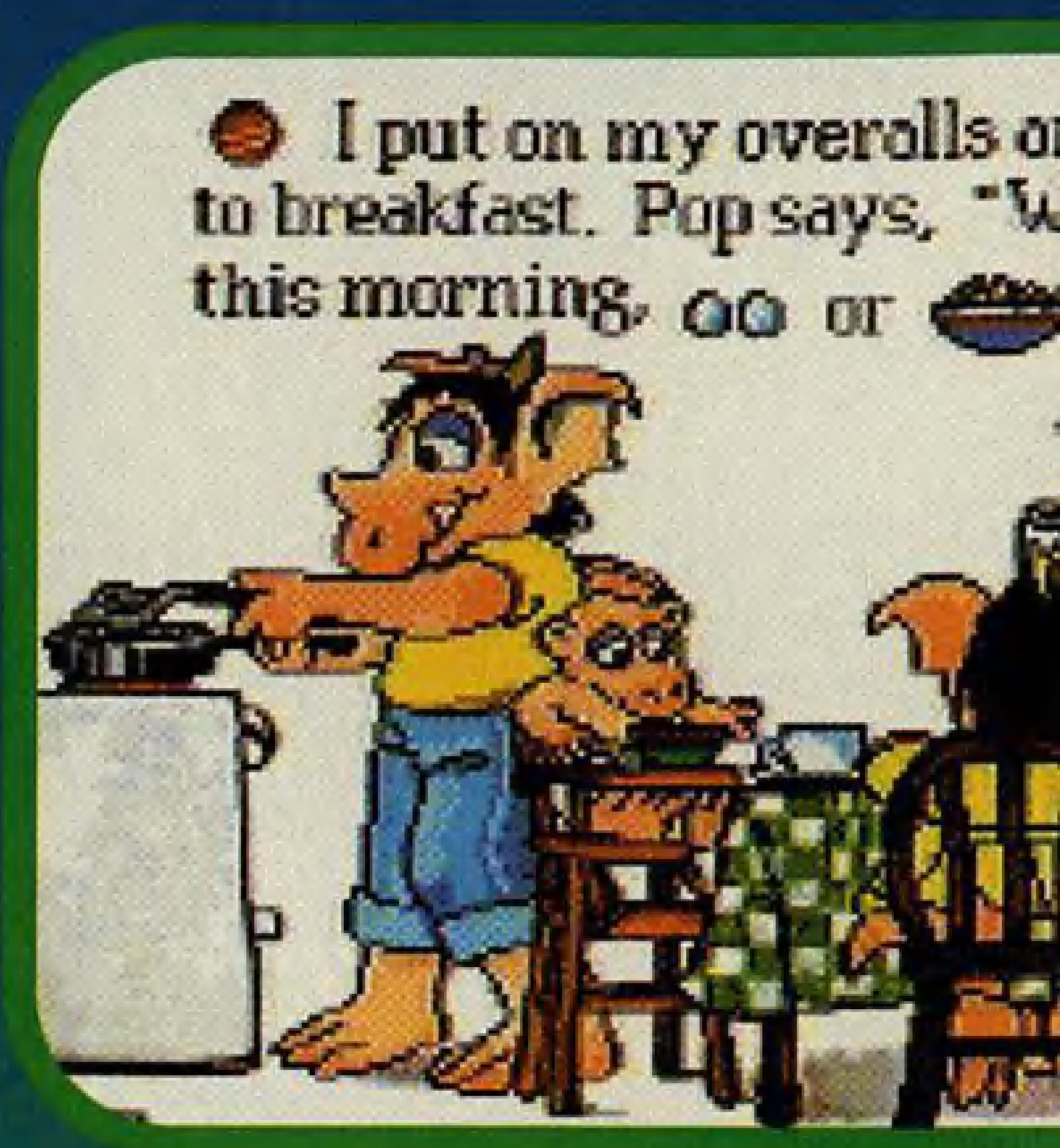
There are two options. If you select the "let me play" mode, you can choose which page of the story you want to jump to and that takes you instantly to that page. Click on the different characters on the screen, and they will do different things.

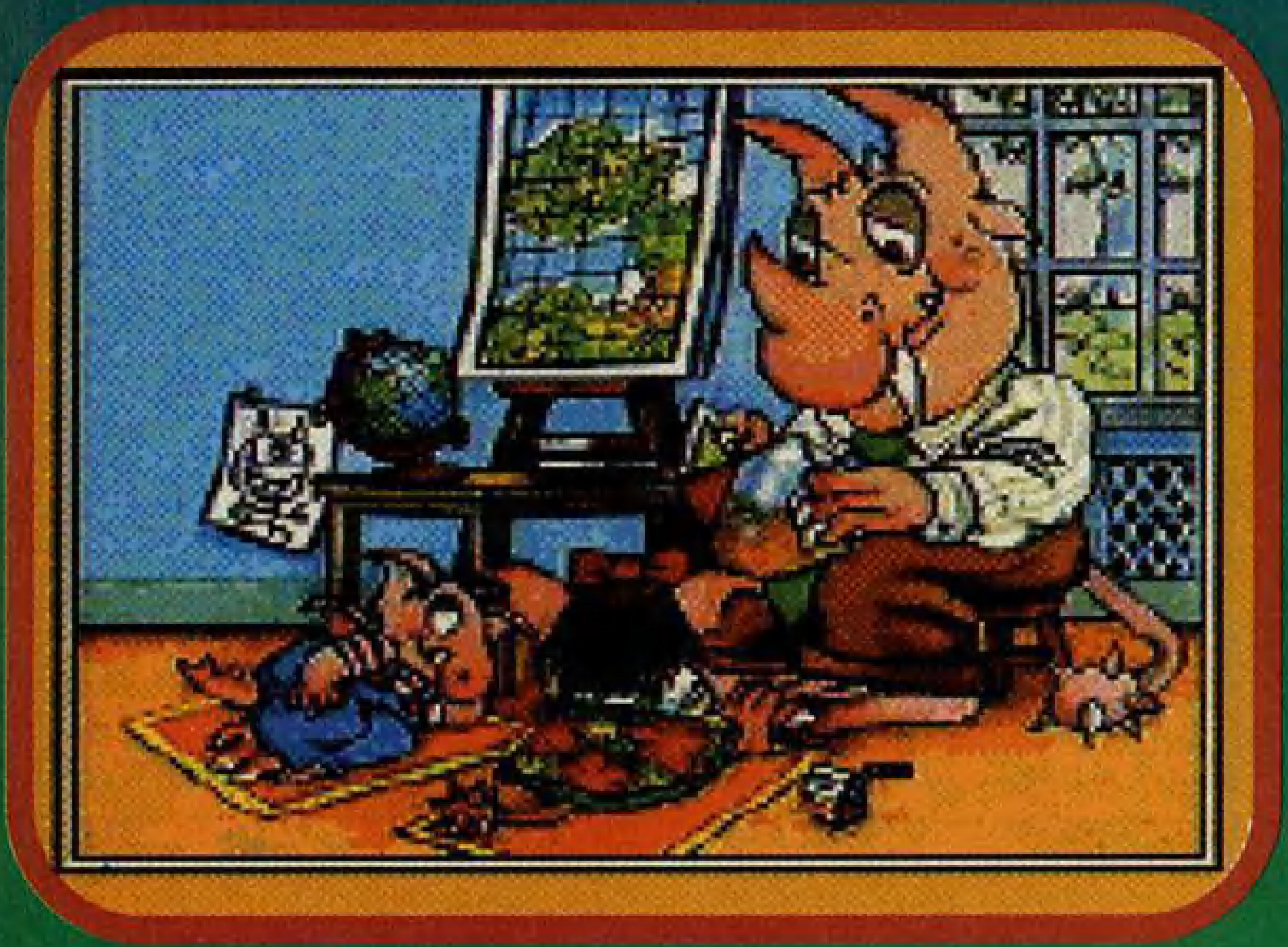
If you would prefer to hear the story read aloud, select the "read to me" option. When anyone speaks, the words appear at the bottom of the screen and are highlighted as they are spoken.

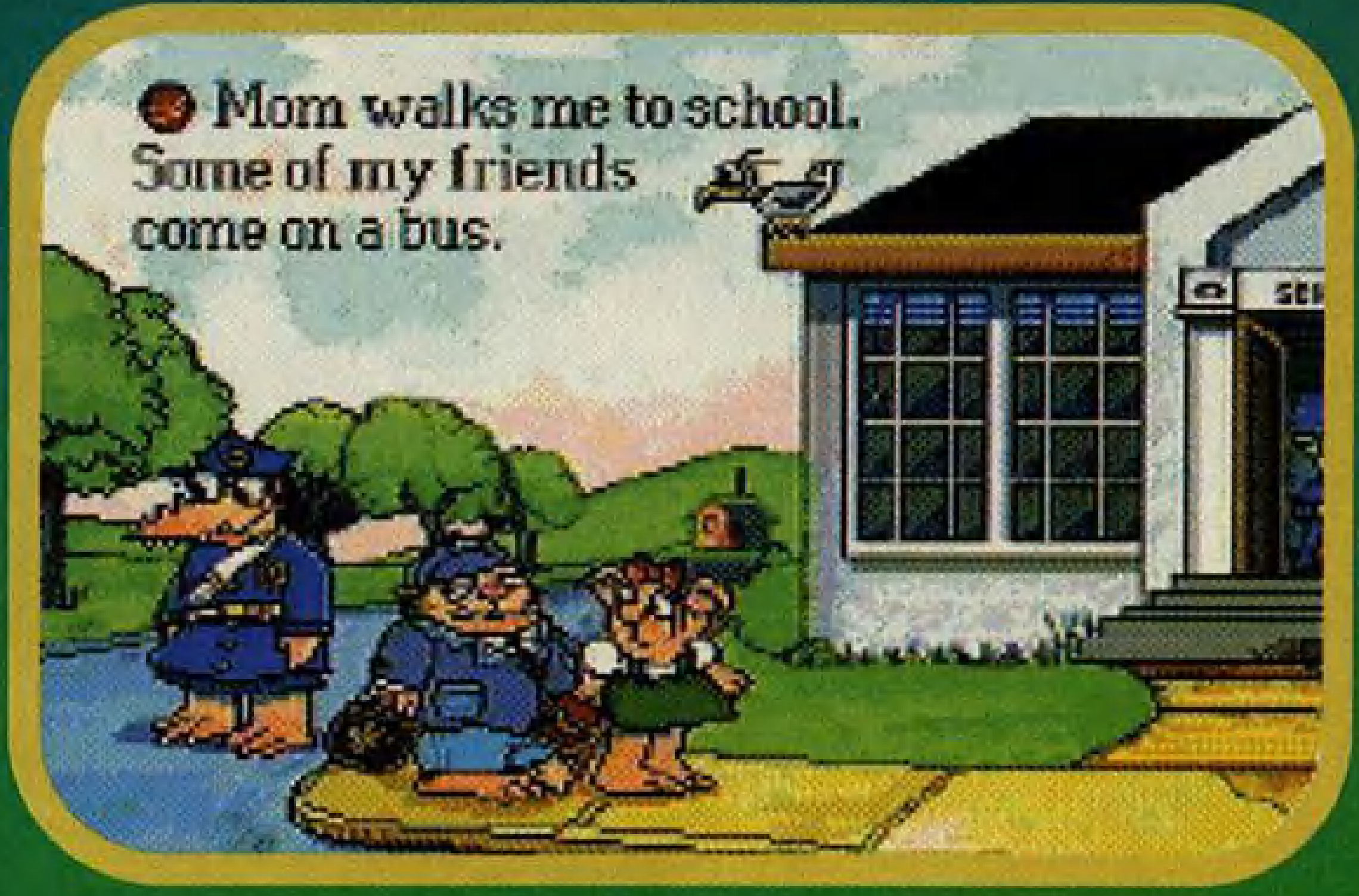
Little Monster on CDi is basically the same as the CD-ROM version, but none the worse for that. Children will enjoy the ability to make the TV set respond to their commands and can learn the words as they read along to the soundtrack. Ideal for ages 3-6.

Produced by Broderbund Software


Early in the morning, Mom wakes me and says, "Get up, Little Monster, it's time for school."


I put on my overalls o
to breakfast. Pop says, "W
this morning, or




Mom walks me to school. Some of my friends come on a bus.

R

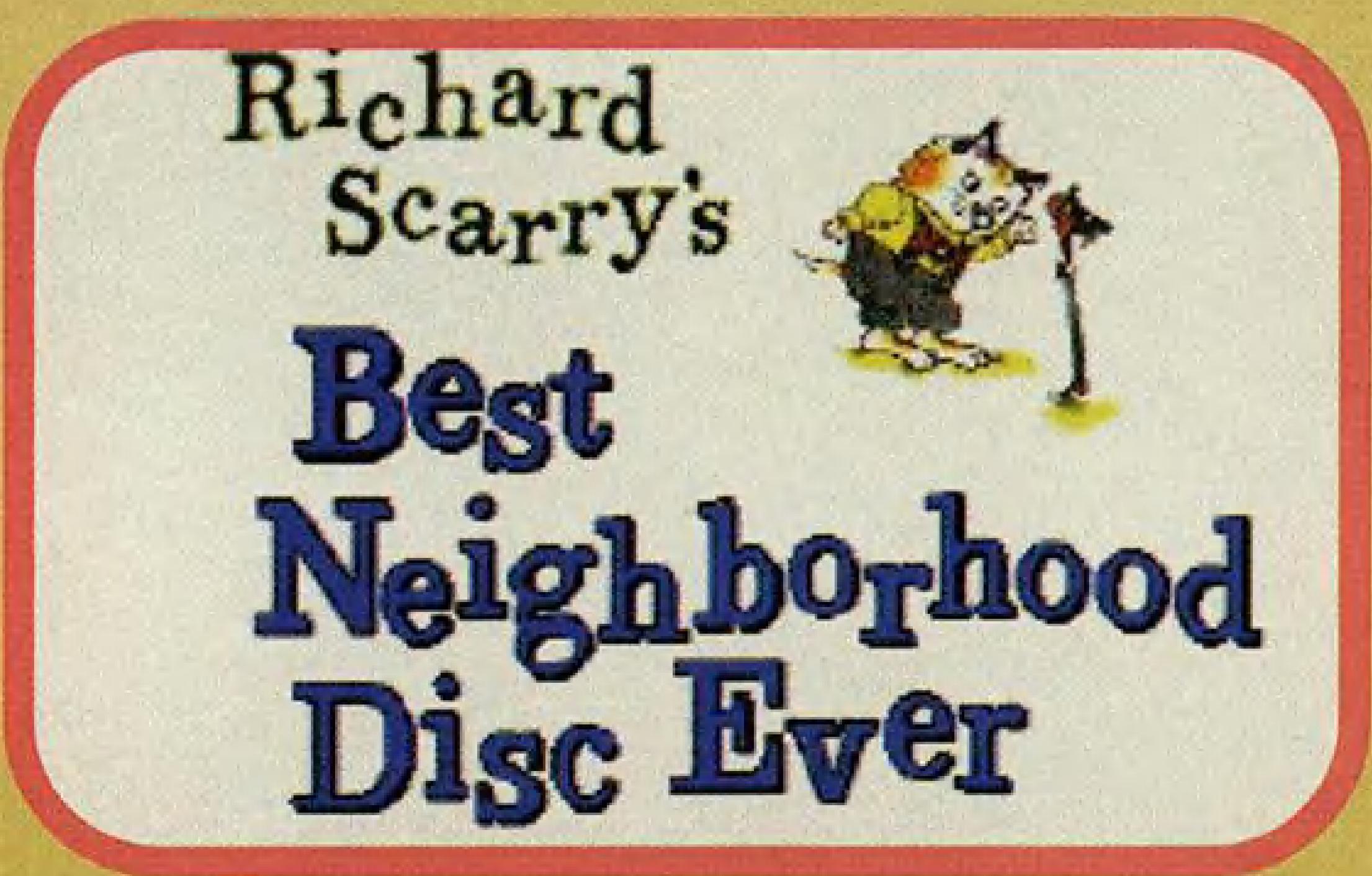
Graphic

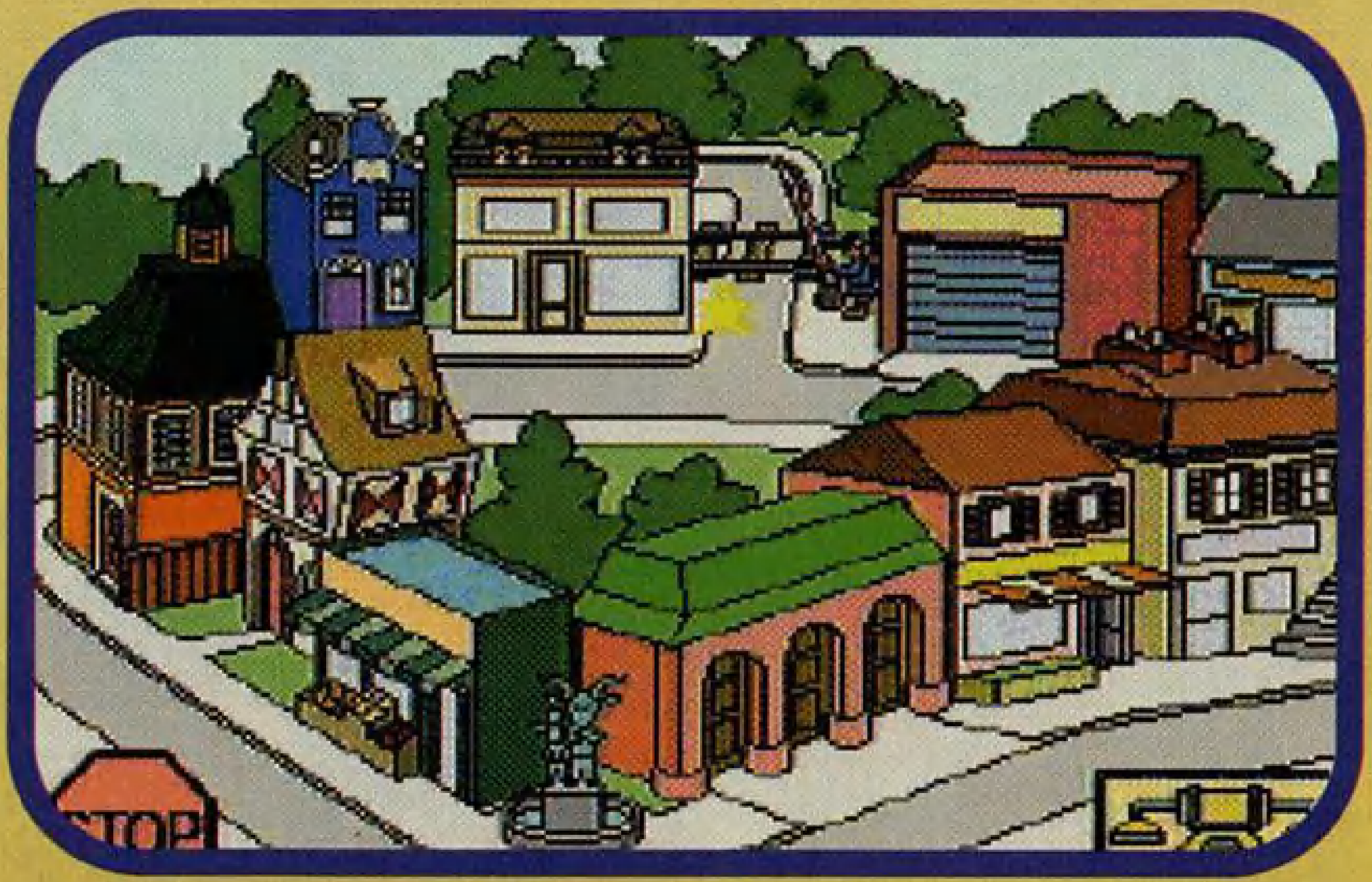
Sound:

Interact

Overall:

Cost: $34.

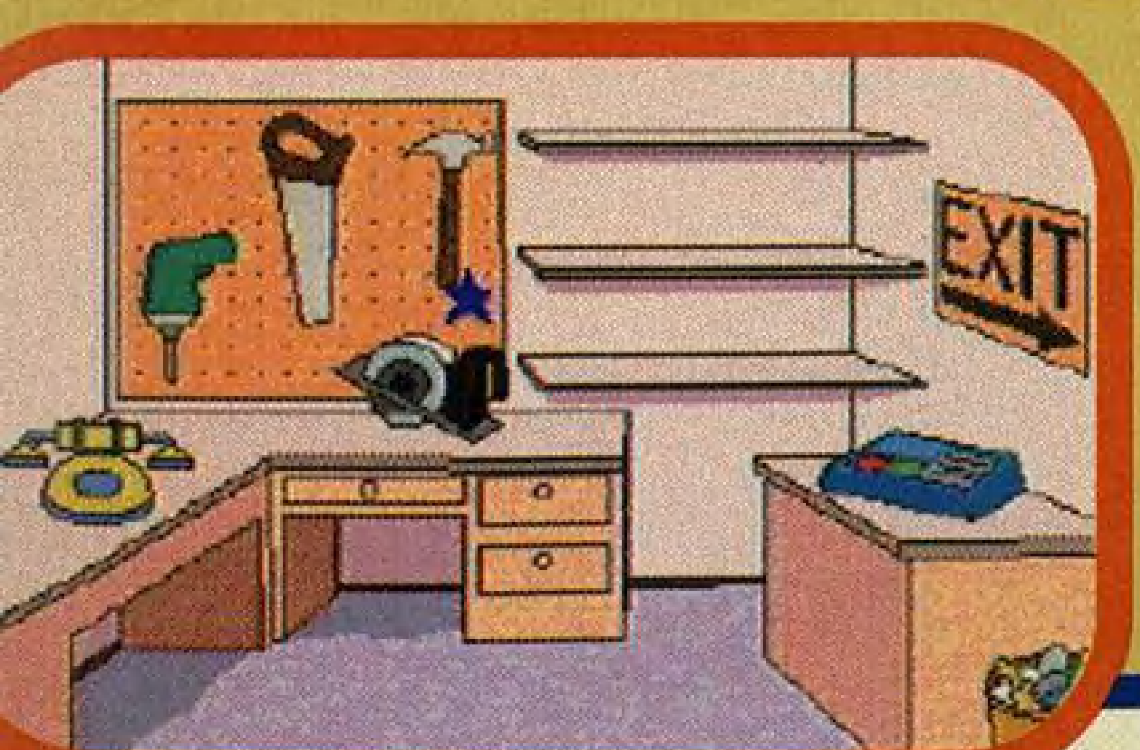


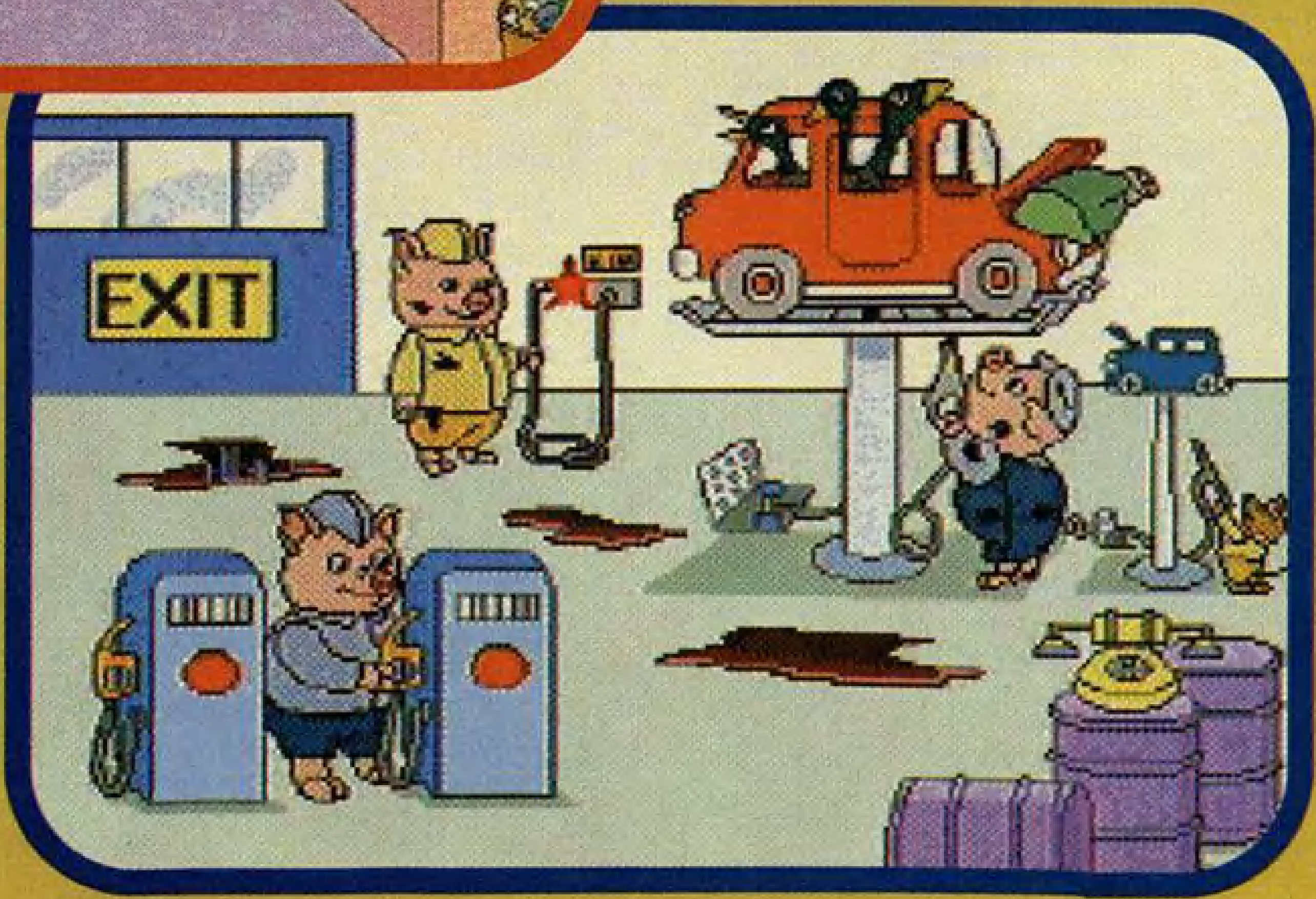


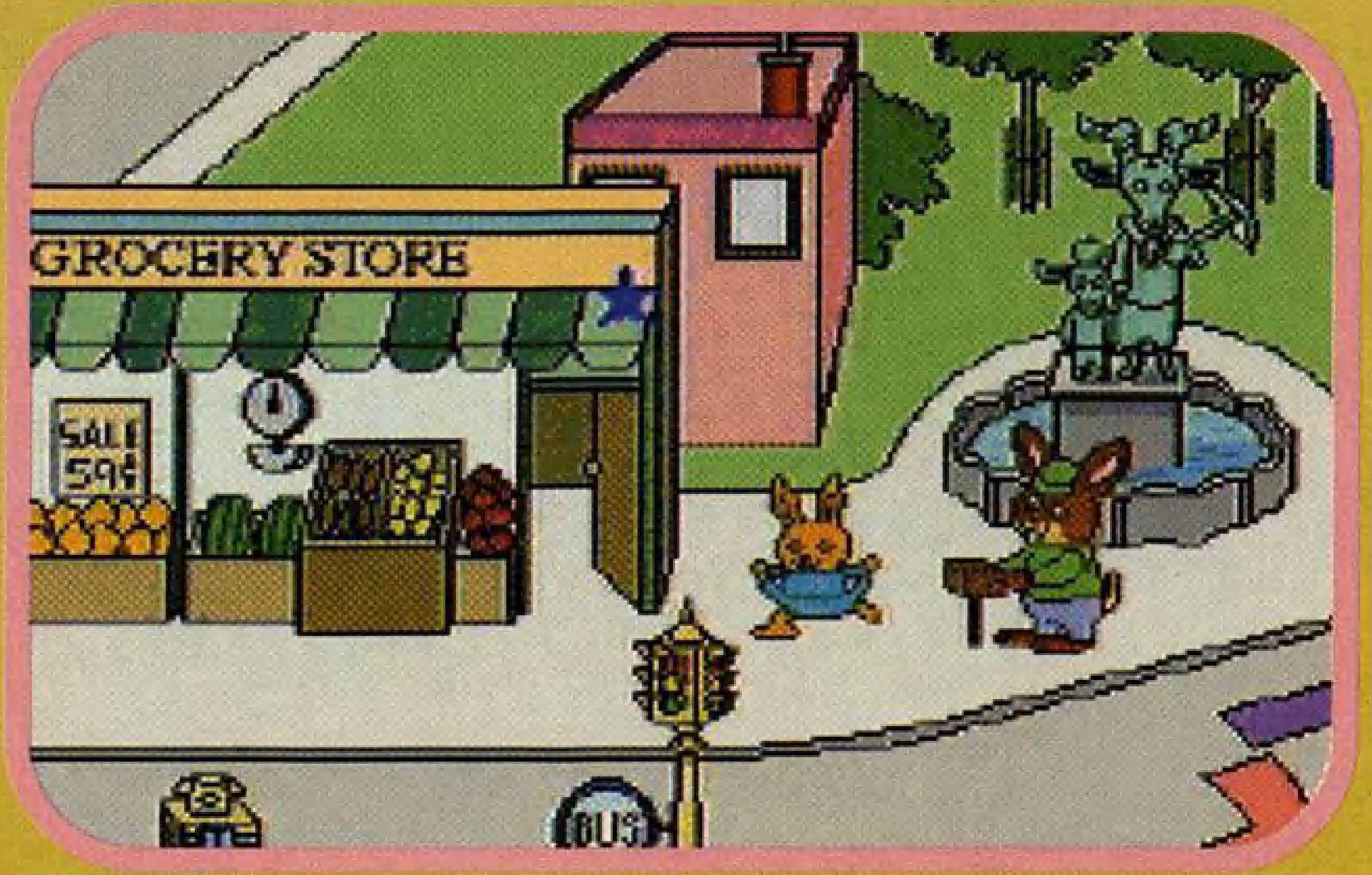
RICHARD SCARRY'S NEIGHBORHOOD

The beauty of Richard Scarry's books is always in the detail - the little events that are illustrated in the background and on the margins of the page. It was what made you read and re-read his books - you could always discover something fresh each time you picked one up. Those qualities make it an ideal candidate for "translation" onto CDi.

Like the books, this CDi is based in Busytown, a metropolis populated entirely by animals. Pop in the disc and you are presented with a map of Busytown followed by an introduction from Captain Maloney - a police hound with, naturally, a broad Irish accent. The action occurs at street level with a cursor that flashes when something "inter-

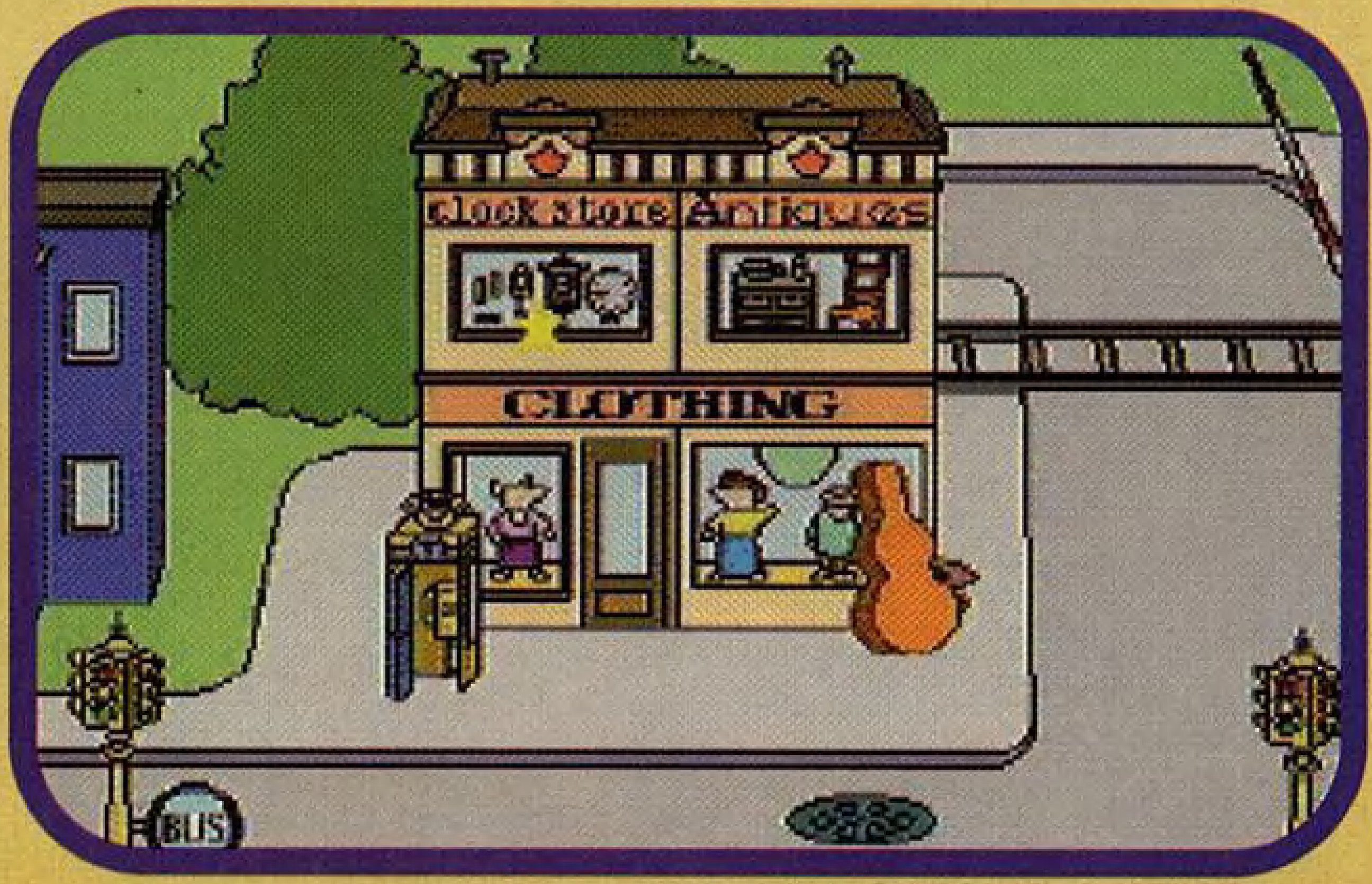






d go downstairs
hat will you have
" with MUM ?"

ATINGS
s: 85%
80%
tivity: 75%
80%
98 Out: Now


Clock store
Antiques
CLOTHING
BUS

active" is highlighted - such as the doorway to a building.

Click the button and you are inside - it might be the library, the fire station or your own home. You can even see all the towns you visited during the day on your TV!

RATINGS

Graphics: 85%
Sound: 85%
Interactivity: 90%
Overall: 85%
Cost: $29.98 **Out: Now**

Richard Scarry's
Busiest Neighborhood Disc Ever

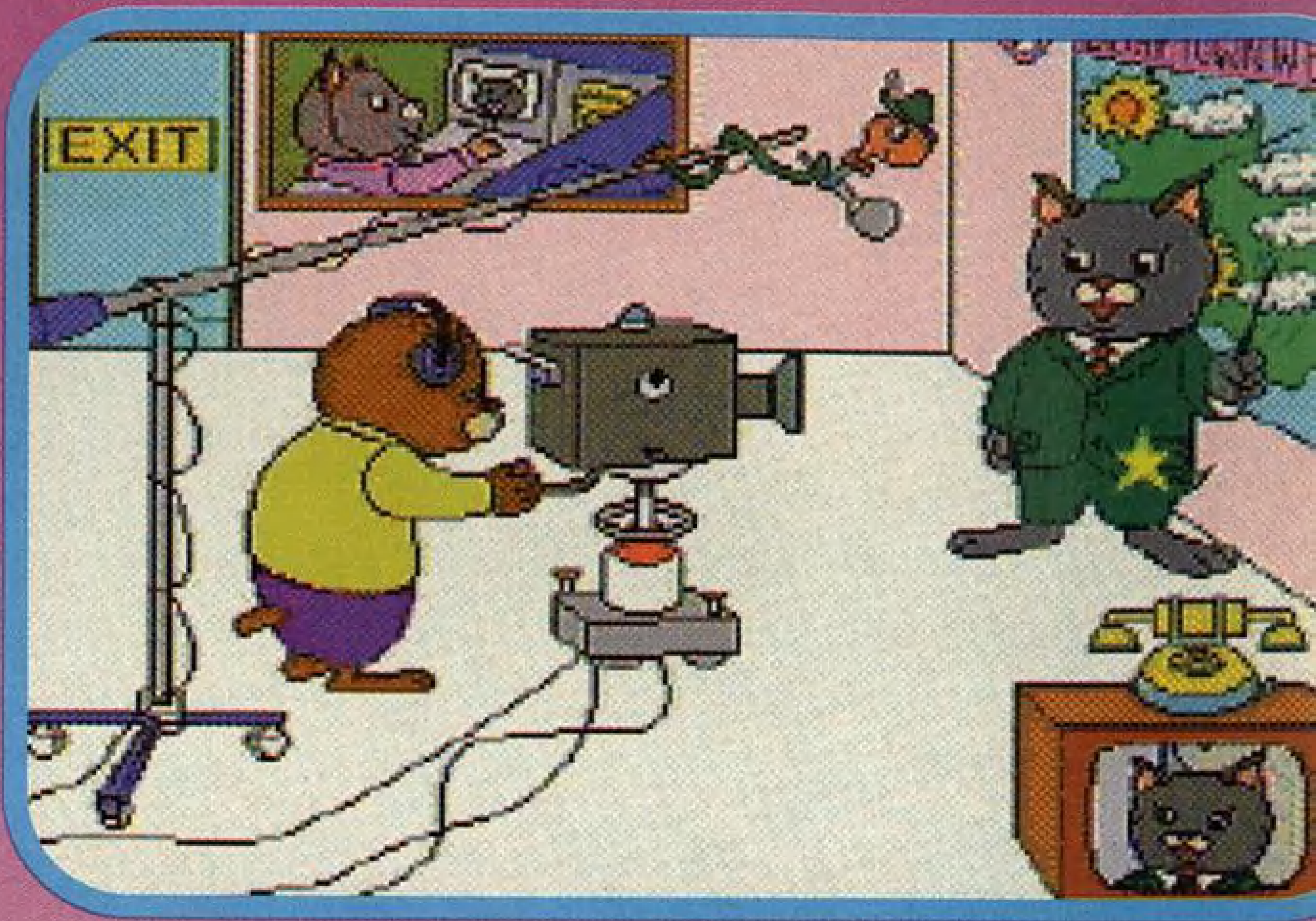
RICHARD SCARRY'S NEIGHBORHOOD

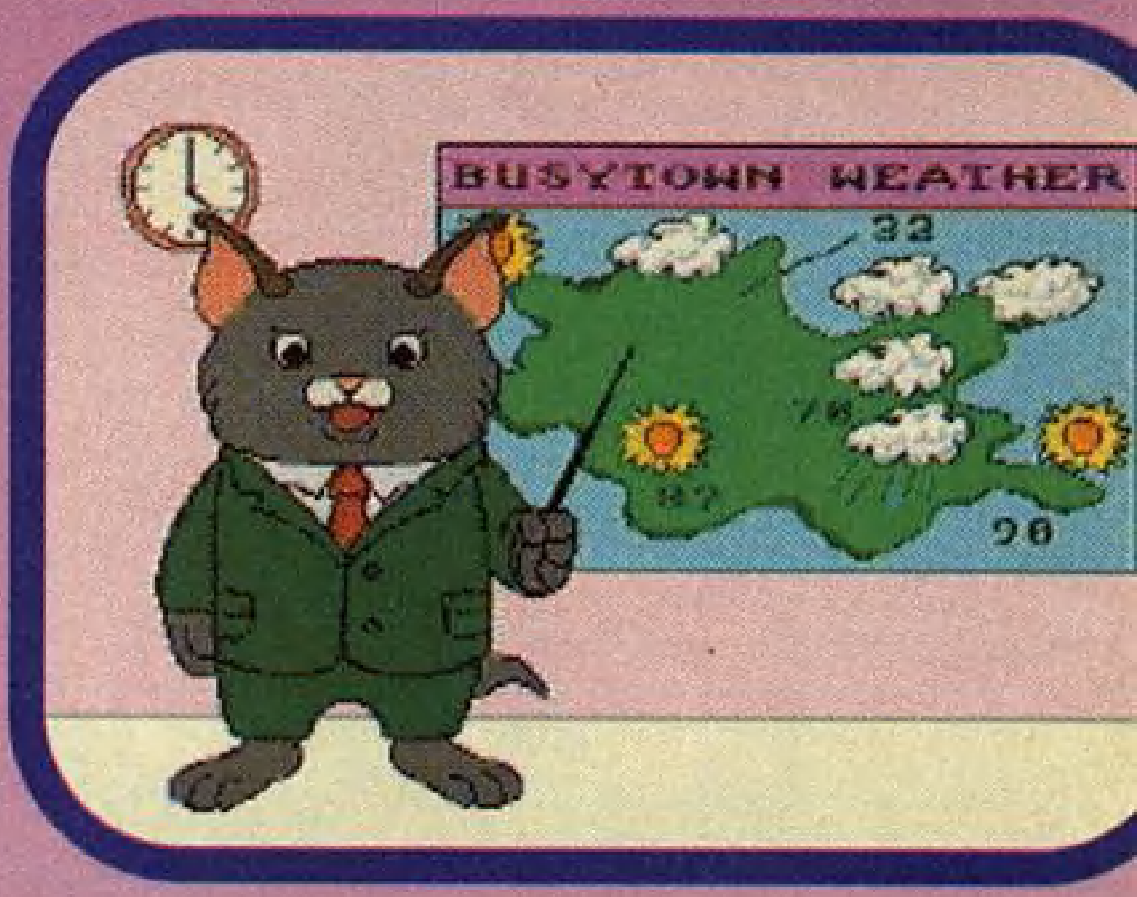
In the second of the Richard Scarry discs, you once again enter the wonderful world of Busytown. Youngsters can investigate the town's shops and offices, meet their favourite Richard Scarry characters and enjoy valuable learning experiences too.

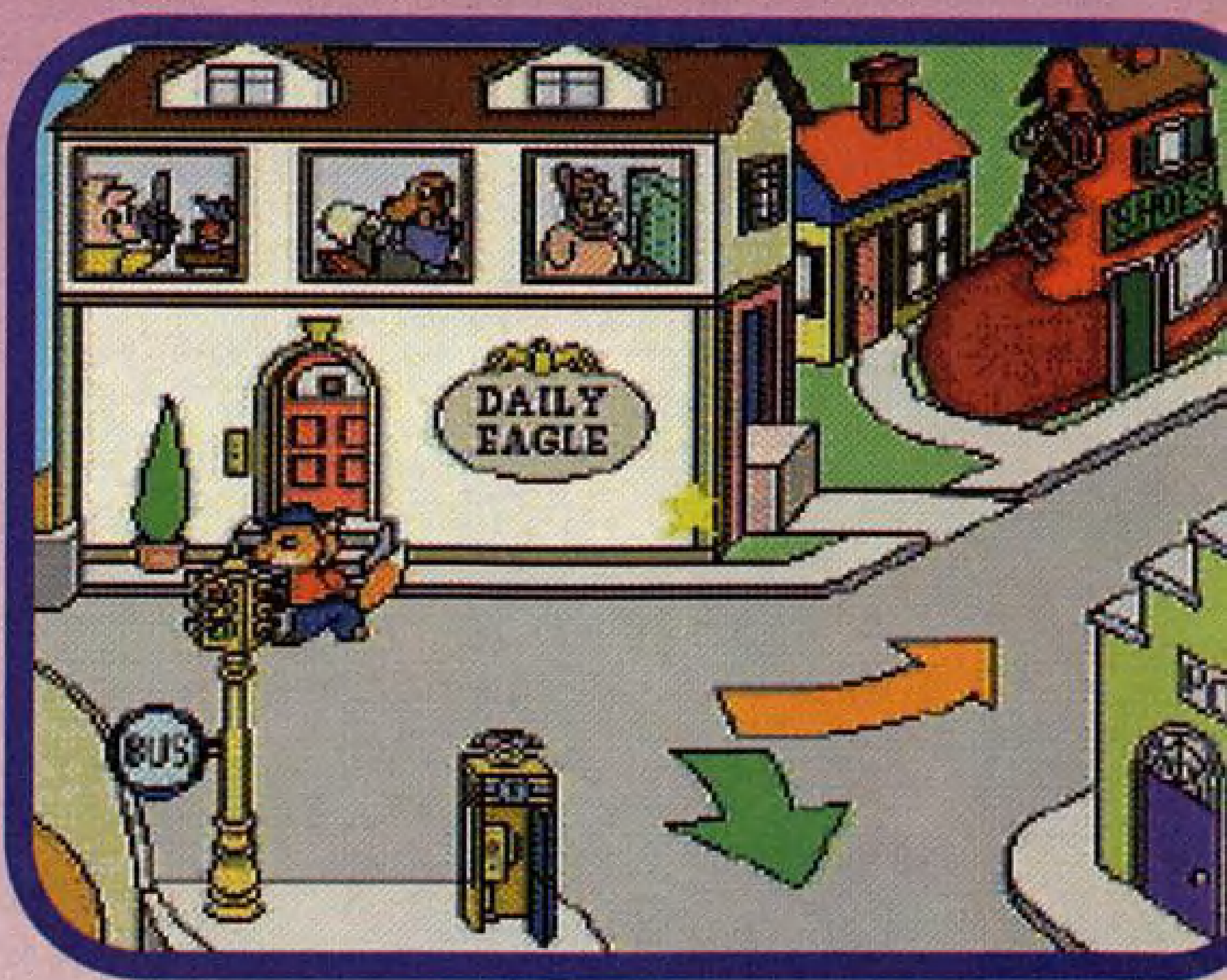
A visit to the ice cream parlour includes a game that builds visual memory skills. A trip to Doctor Bone's with Huckle the Cat will show what to expect in a typical doctor's office.

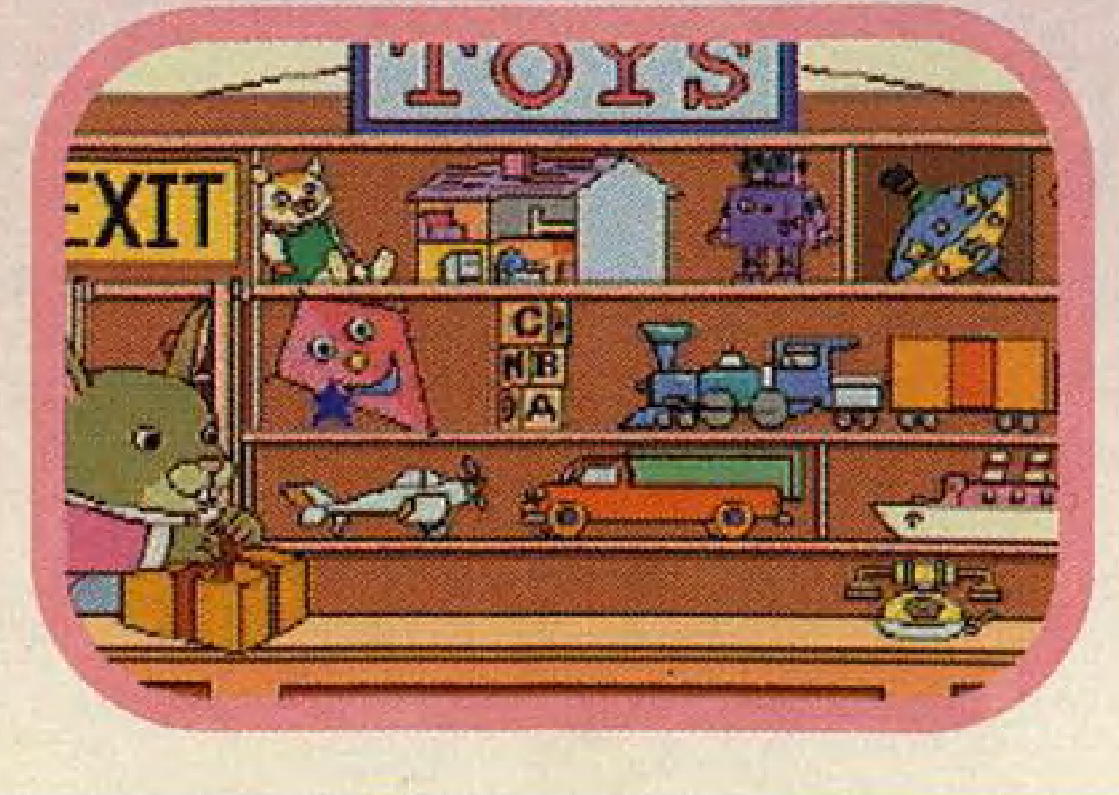
I thoroughly enjoyed both the Richard Scarry Neighborhood discs and suspect that children will find it magical - for a while. The problem is that Busytown is simply too small, and before you know it you have explored most of what the disc has to offer. If both the Richard Scarry titles (Best Neighborhood and Busiest Neighborhood) were bundled onto the same disc I would recommend it without hesitation. As it is, individually they offer a great deal of short-term fun, but unlike the books I suspect their appeal will fade.

Produced by Philips Sidewalk Studio




BUSYTOWN WEATHER


DAILY EAGLE
BUS



RATINGS

Graphics: 85%
Sound: 85%
Interactivity: 90%
Overall: 85%
Cost: $29.98 **Out: Now**

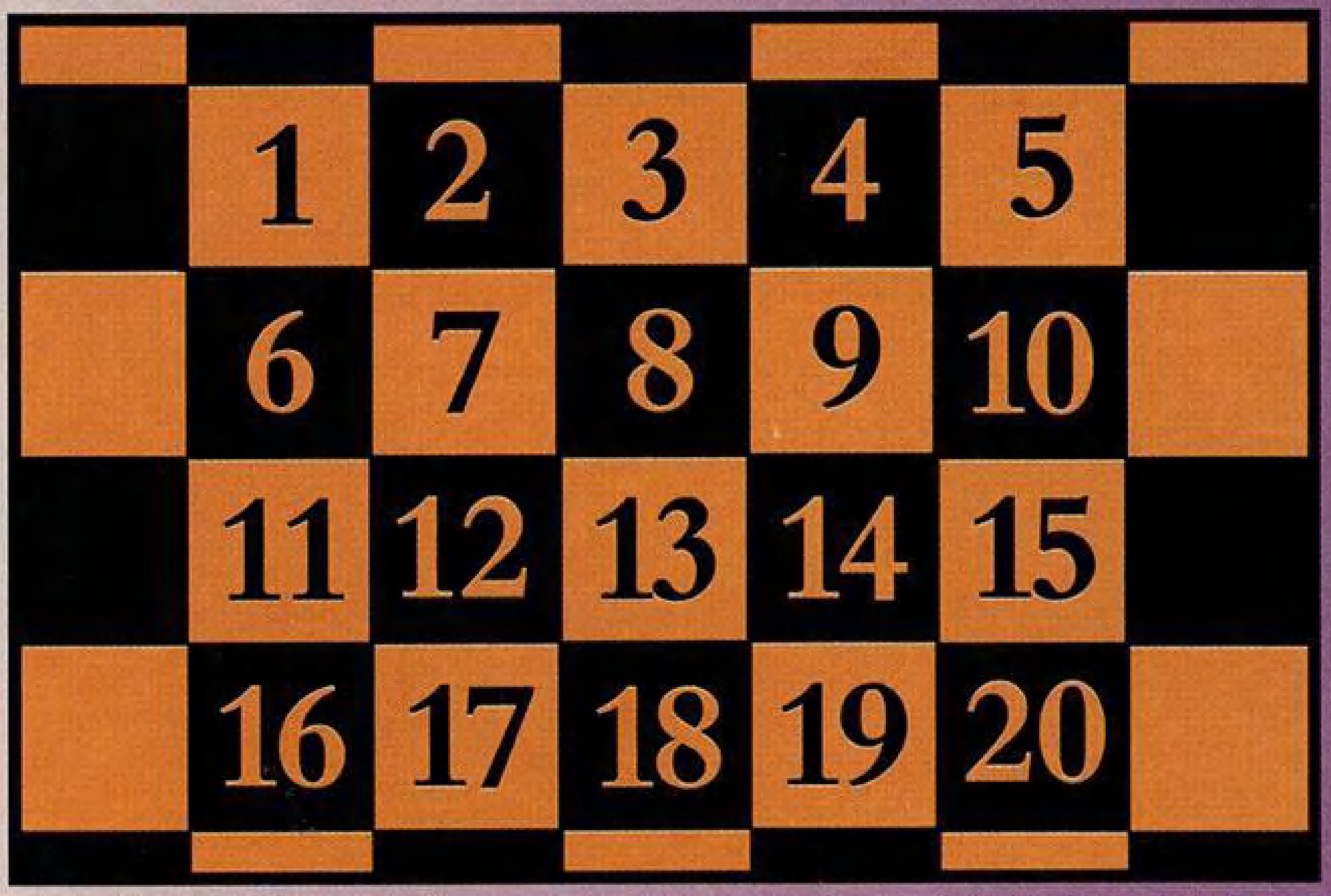
If you've been struggling with some of the trickier puzzles in The 7th Guest, help is at hand with our blow-by-blow guide

THE 7th GUEST

Bishop's Puzzle (Knox's Room)

Objective

To switch the places of the black bishops with those of the white bishops.



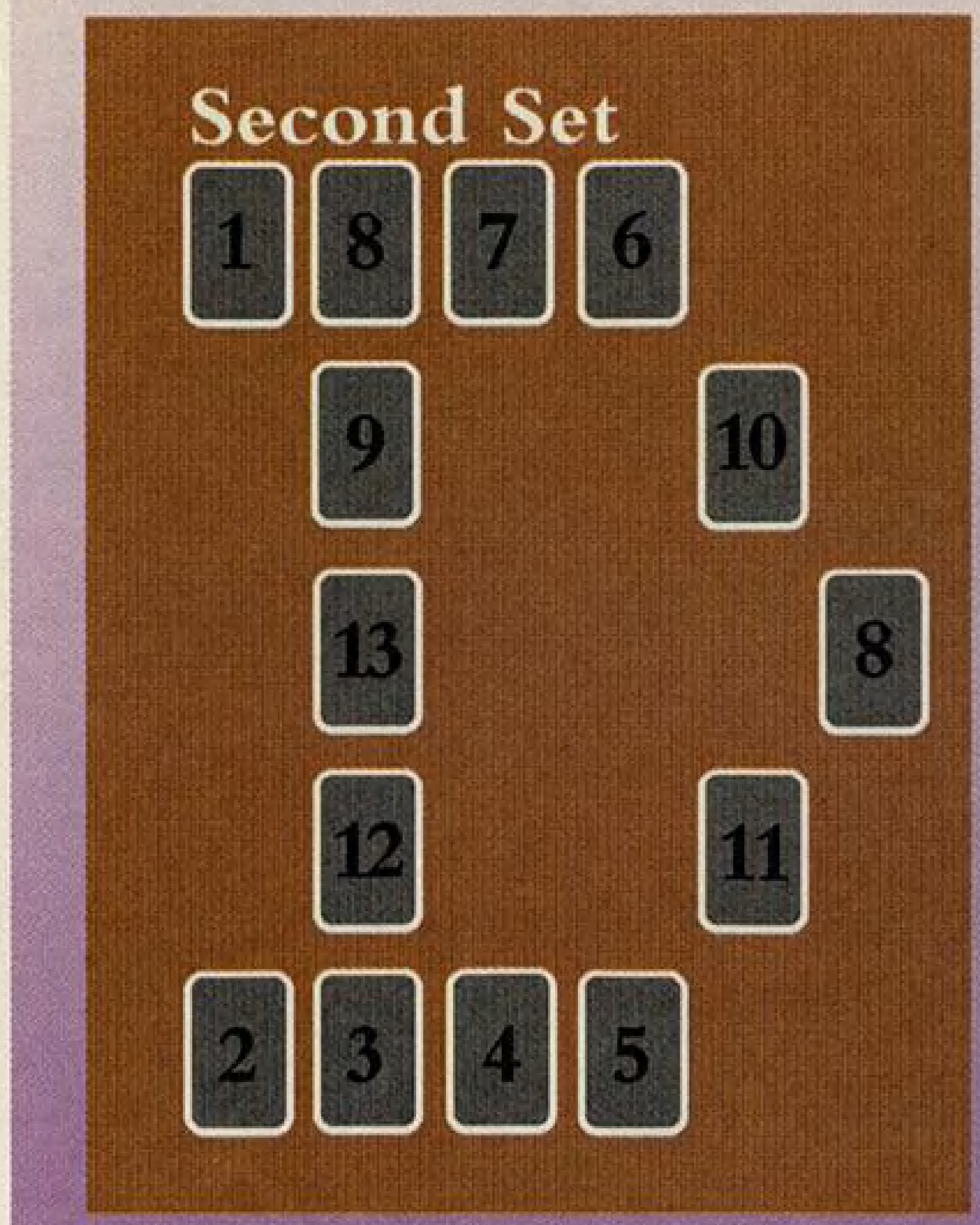
Solution

Follow the moves to solve the puzzle. Do moves 1-18 first, then moves 19-36.

1-18
(1) 20 to 14, (2) 6 to 12, (3) 14 to 2, (4) 10 to 14, (5) 12 to 4, (6) 14 to 18, (7) 2 to 14, (8) 18 to 6, (9) 14 to 18, (10) 16 to 8 then 20, (11) 4 to 8, (12) 18 to 10, (13) 6 to 18, (14) 8 to 2, (15) 10 to 4 then 16, (16) 18 to 12,(17) 2 to 14 then 10, (18) 12 to 6

19-36
(19) 1 to 7, (20) 15 to 9, (21) 7 to 19, (22) 11 to 7, (23) 9 to 17, (24) 7 to 3, (25) 19 to 7, (26) 3 to 15, (27) 7 to 3, (28) 5 to 13 then 1, (29) 17 to 13, (30) 3 to 11, (31) 15 to 3, (32) 13 to 19, (33) 11 to 17 then 5, (34) 3 to 9, (35) 19 to 7 then 11, (36) 9 to 15

Actions that take place after you have solved the puzzle
** Drama Sequence: Elinor imagines herself as Ph.D.*
** Basement opens*
** Bathroom opens*



Hiromono Cards Puzzle (Hamilton's Room)

Objective

To turn over the cards in the correct order until the Joker is exposed.

Solution

There are two sets of cards. First, you play the set on the right until you solve it correctly,

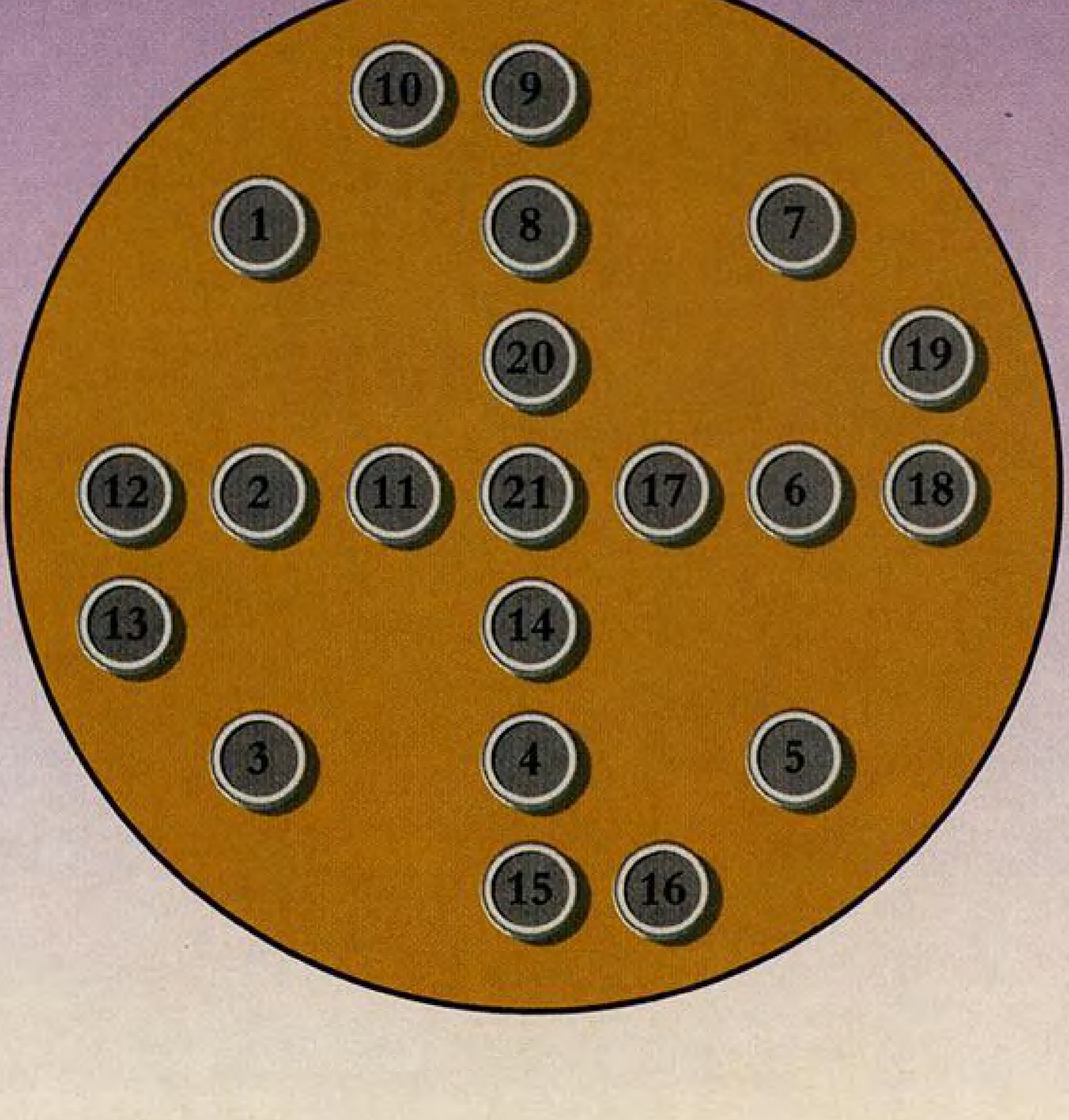
Hiromono Coins Puzzle (Brian's Room)

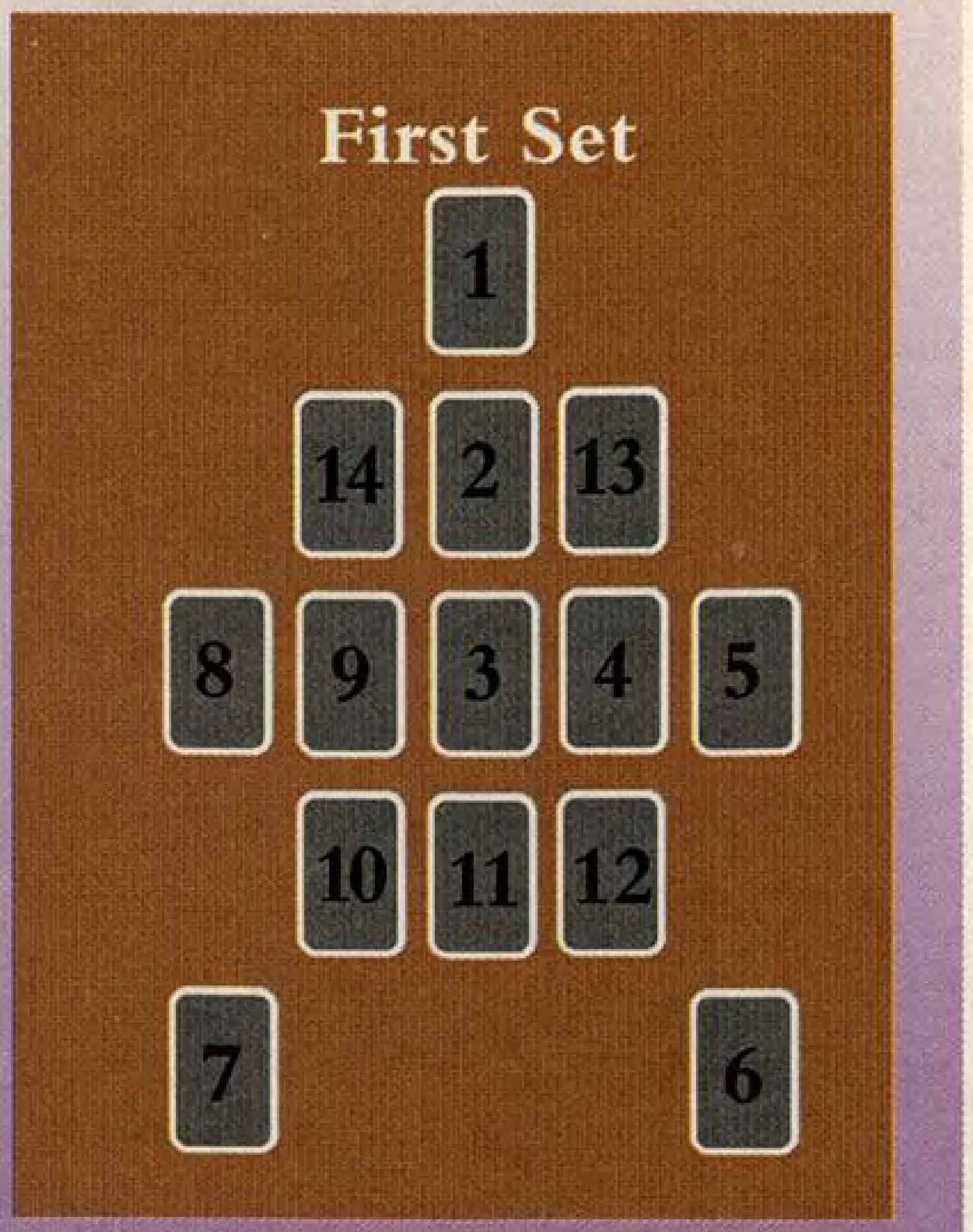
Objective

To turn over all the coins in the correct order. There are two sets of coins. First you play the puzzle on the right until you solve it correctly, then the program scrolls over to the puzzle on the left. You must select the coins in the order of the diagram.

Solution

To start, pick a circle (the choice is important). A number 1 is placed in it. Then move the cursor left, right, up or down to a new circle and select it. A number 2 is placed there. Continue



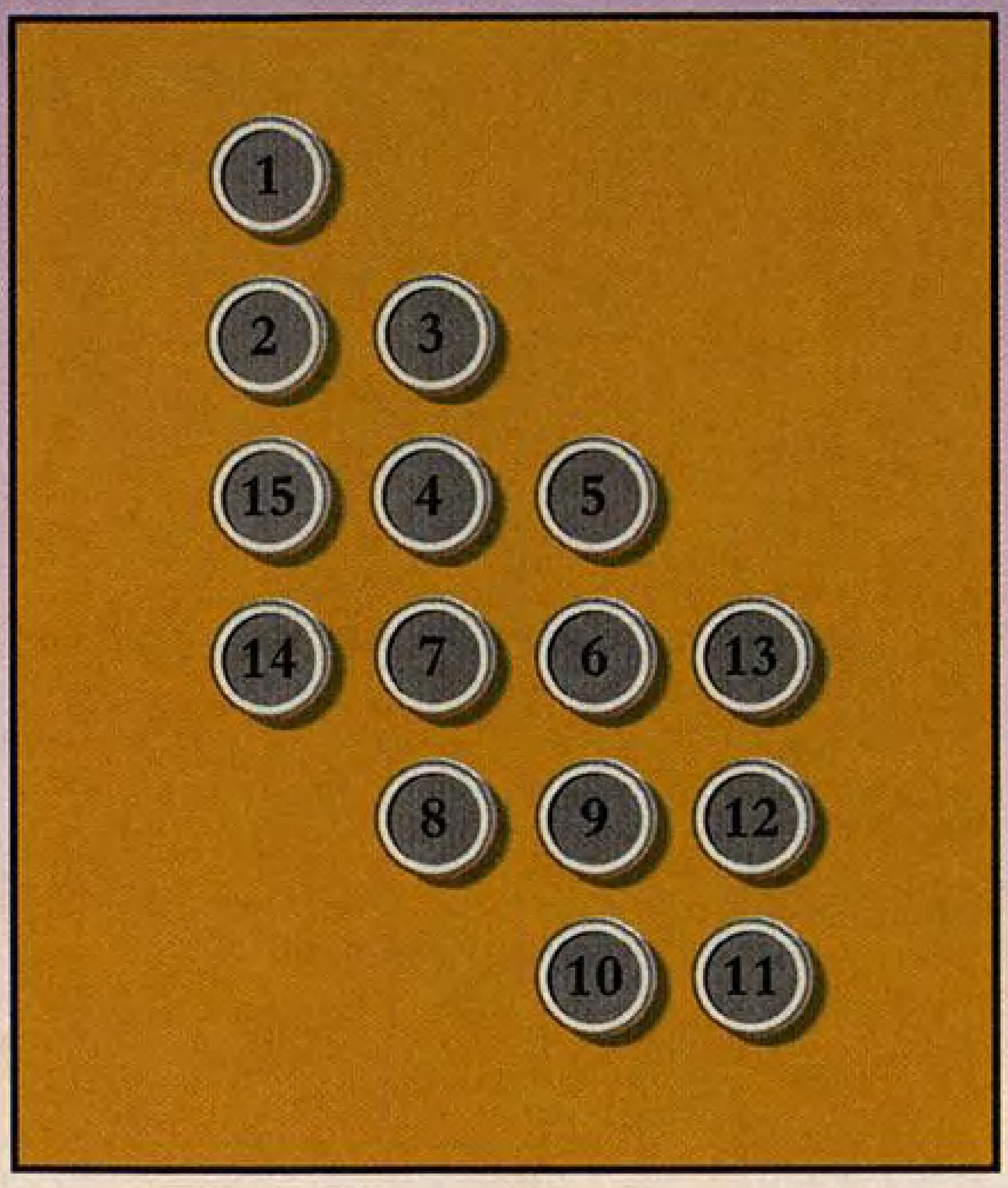


then the program scrolls over to the set on the left. You must turn the cards over in the order on the diagram. The last card you turn over in each set will be the Joker.

Actions that take place after you have solved the puzzle
* Drama Sequence: Hamilton conjures skeleton woman
* Julia Heine's room opens

moving unfilled circles and filling them with numbers while observing the following restrictions.
1) You may move only horizontally or vertically — never diagonally.
2) You may not pass over unfilled circles (you may, however, pass over filled circles or any empty space bewteen circles).
3) You may not retrace any part of your most recent move. For example, if you have just moved from left to right, your next move cannot be from right to left.

Actions that take place after you have solved the puzzle
* Drama sequence of Brian Dutton walking through the wall to the chapel becomes available

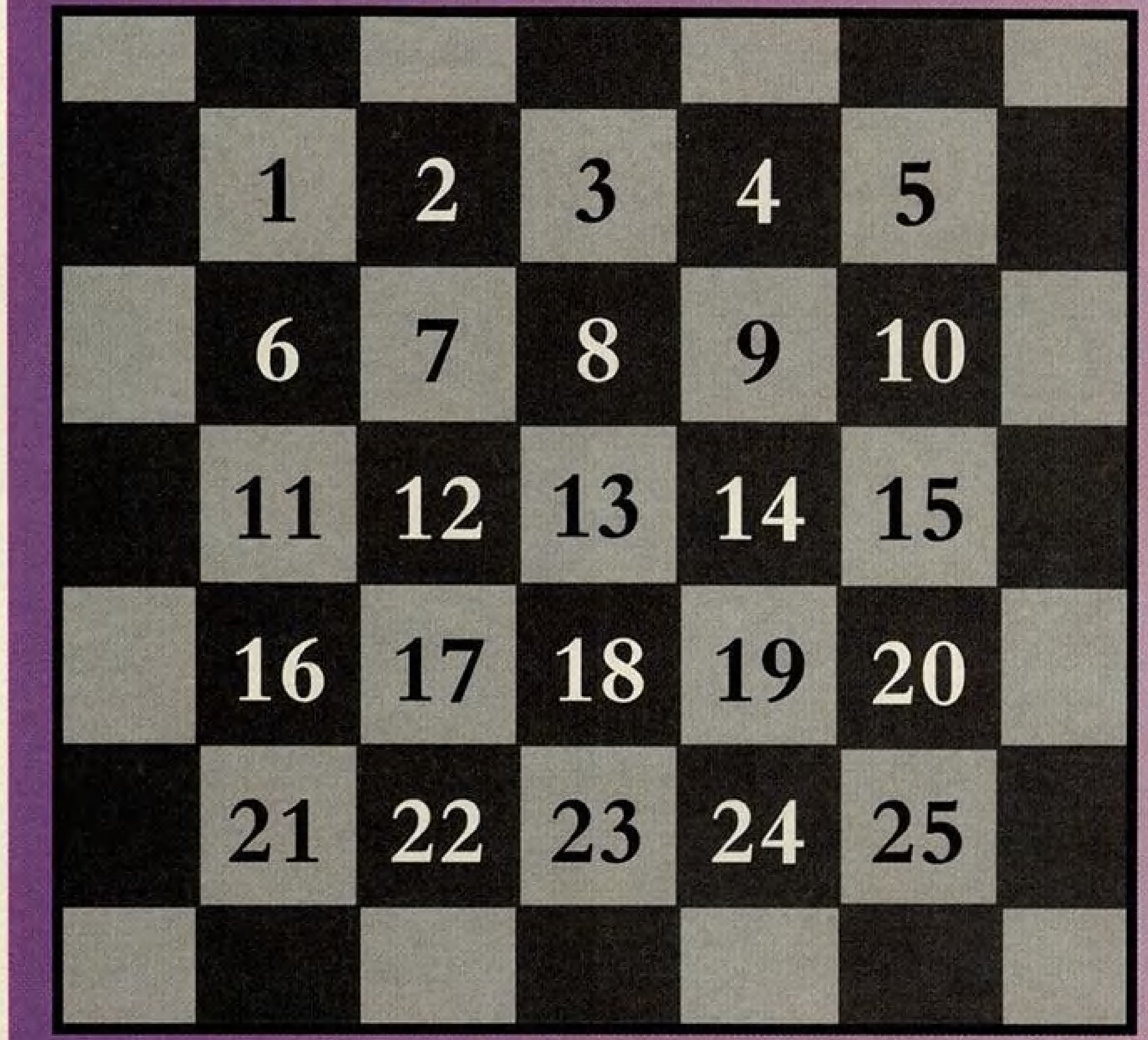


Knight's Puzzle (Bathroom)

Objective

To switch the places of the black knights with those of the white knights.

Solution

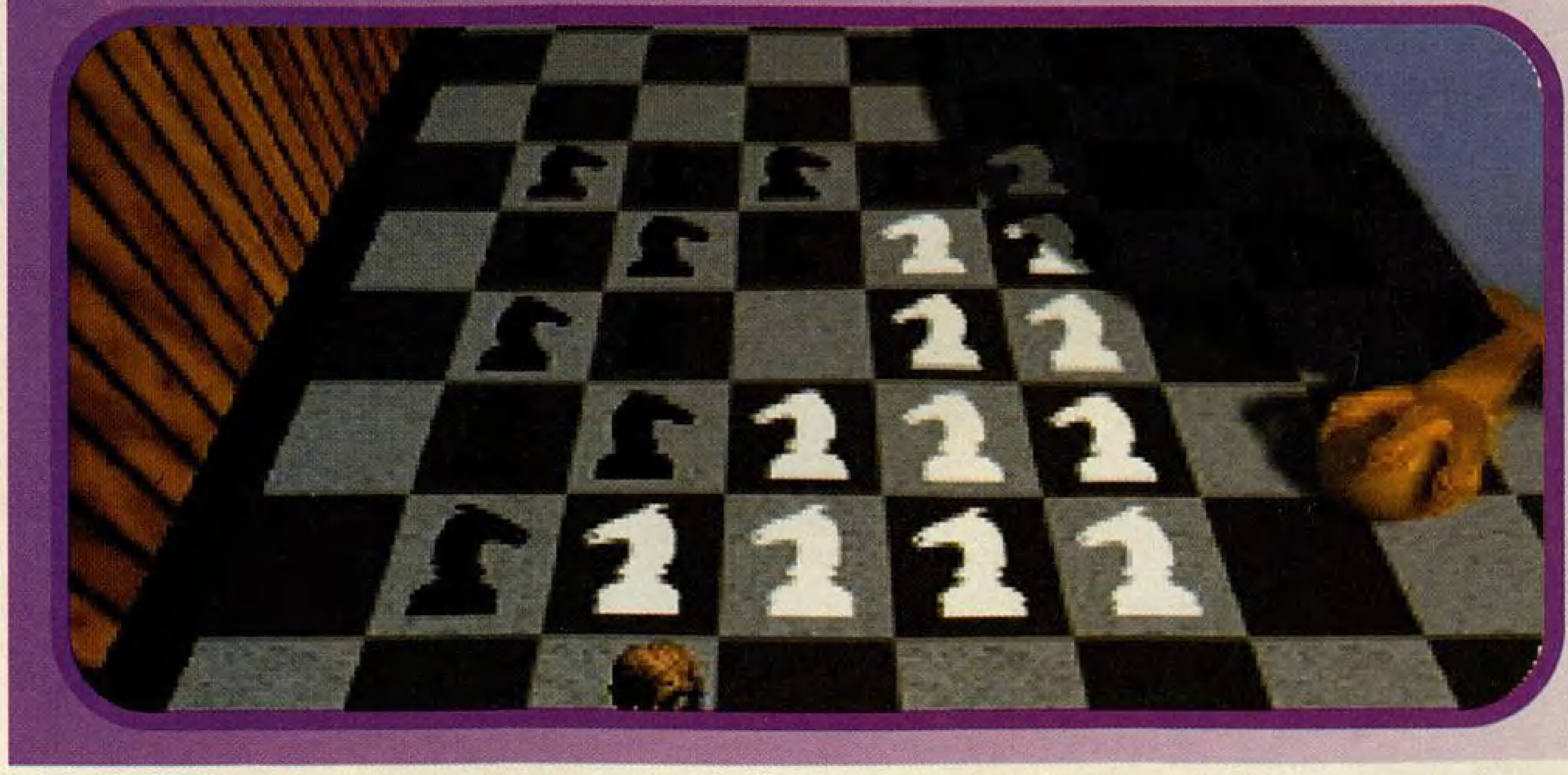


1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Follow these moves to finish the Knights Puzzle.

(1) 10 to 13, (2) 3 to 10, (3) 6 to 3, (4) 13 to 6, (5) 16 to 13, (6) 23 to 16, (7) 20 to 23, (8) 13 to 20, (9) 2 to 13, (10) 11 to 2, (11) 18 to 11, (12) 15 to 18, (13) 8 to 15, (14) 19 to 8, (15) 12 to 19, (16) 1 to 12, (17) 8 to 1, (18) 17 to 8, (19) 14 to 17, (20) 7 to 14, (21) 18 to 7, (22) 25 to 18, (23) 14 to 25, (24) 5 to 14, (25) 8 to 5, (26) 19 to 8, (27) 12 to 19, (28) 21 to 12, (29) 18 to 21, (30) 7 to 18, (31) 14 to 7, (32) 3 to 14, (33) 12 to 3, (34) 9 to 12, (35) 2 to 9, (36) 11 to 2, (37) 18 to 11, (38) 25 to 18, (39) 14 to 25, (40) 3 to 14, (41) 12 to 3, (42) 23 to 12, (43) 14 to 23, (44) 5 to 14, (45) 8 to 5, (46) 11 to 8, (47) 22 to 11, (48) 19 to 22, (49) 10 to 19, (50) 13 to 10, (51) 24 to 13, (52) 15 to 24, (53) 4 to 15, (54) 13 to 4

Actions that take place after you have solved the puzzle
* Drama Sequence: Martine Burden in the bath
* Hamilton's room opens

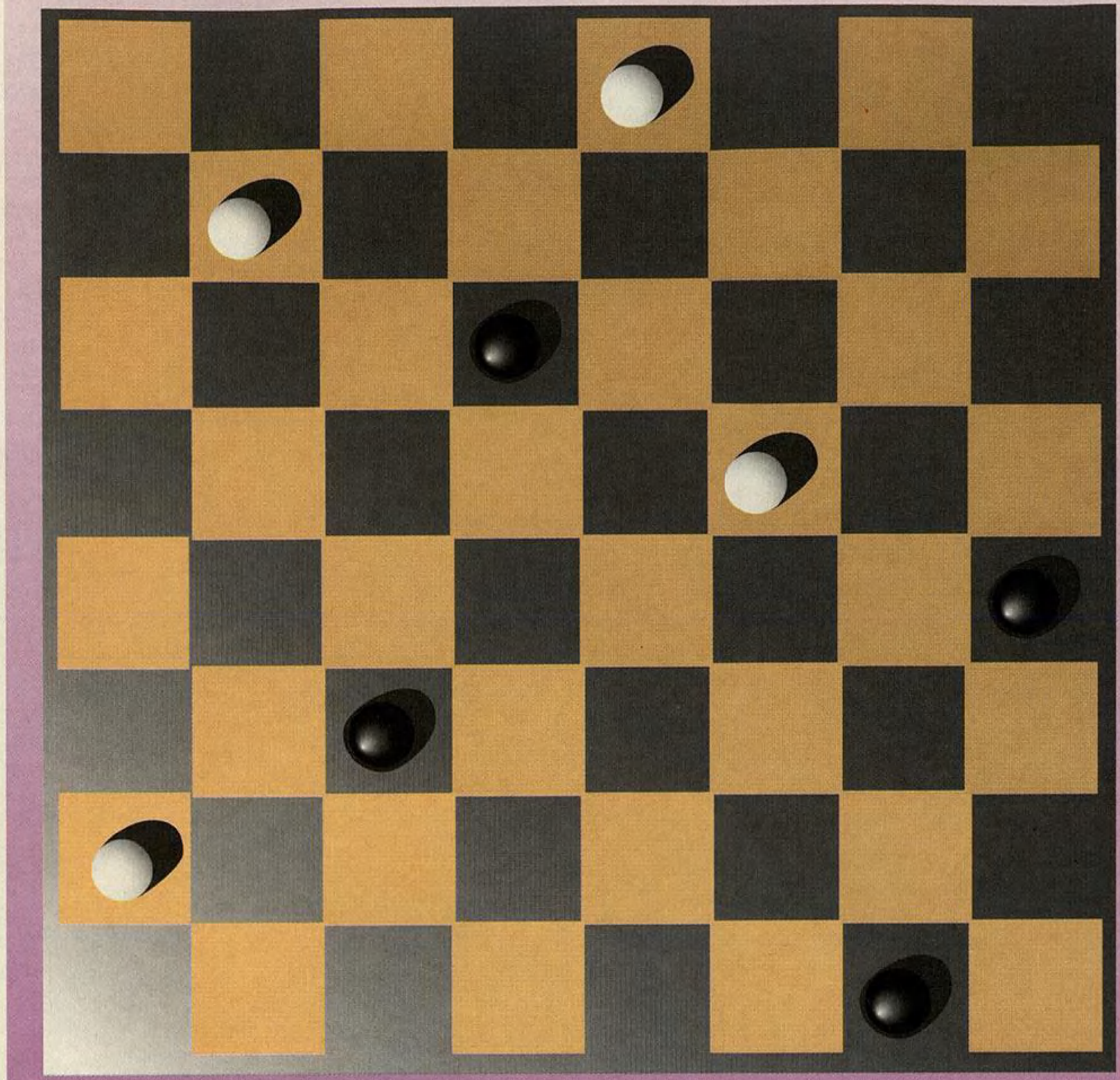


Queen's Puzzle (Games Room)

Objective

To place the eight pieces on the board so that no two are in the same line horizontally, vertically or diagonally.

Solution



Simply click to choose a square on which the next Queen piece will appear. You can select any square. If the square you choose is in the path of any other queens on the board, all the attacking queens will disappear one by one. An attacking queen then occupies the selected square (you can get rid of up to four attacking queens this way).

Actions that take place after you have solved the puzzle
** Drama Sequence: Temple realises Stauf wants the boy*
** Drama Sequence: Temple scares Tad away*
** After solving the puzzle, going through the pool table takes you to the kitchen (instead of the library as it normally would)*
** Sets flag for Hamilton/Tad drama sequence in hallway*

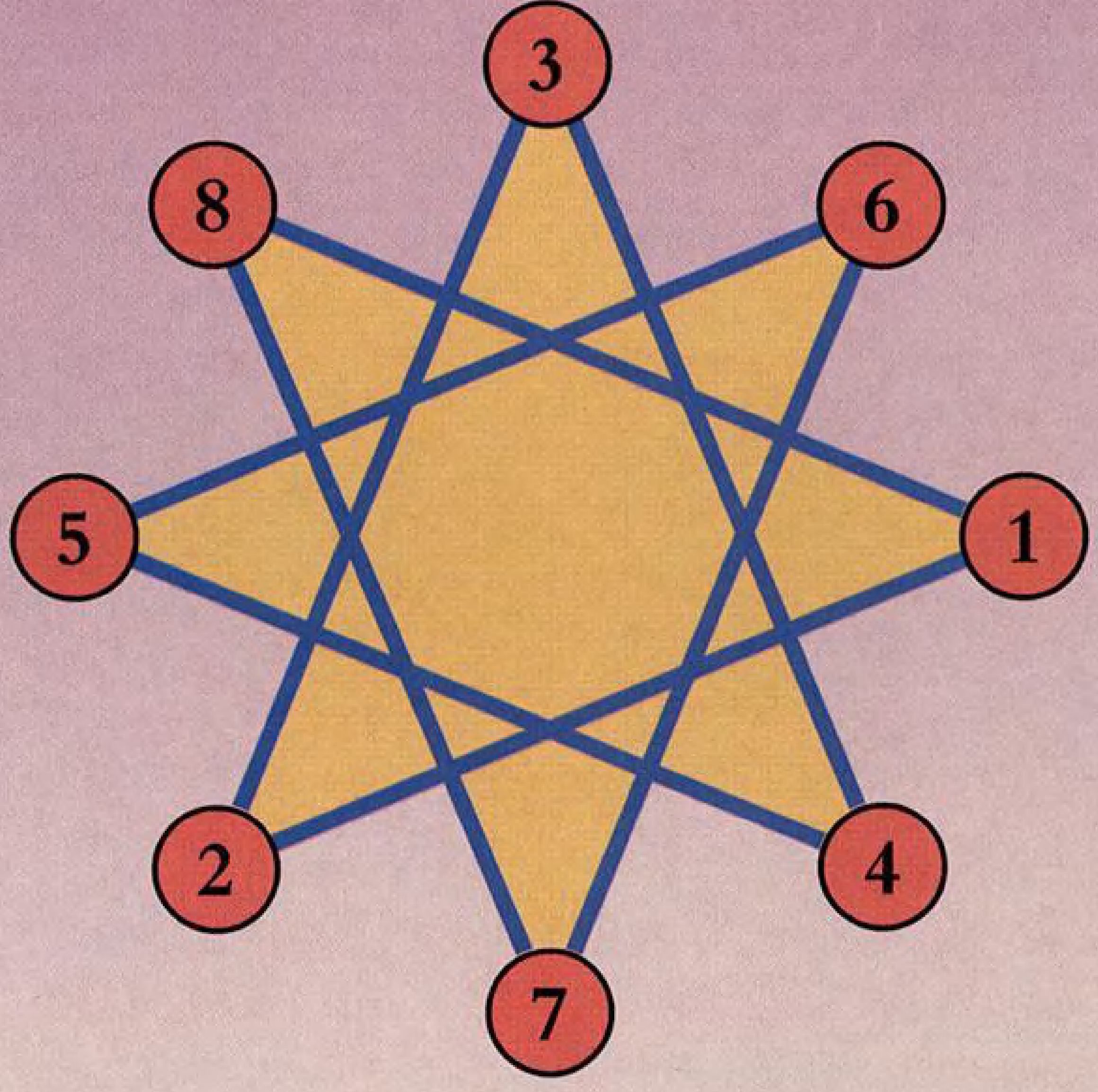
Silkworm Puzzle (Foyer)

Note: ***Puzzle should only be available after playing skull in cupboard diversion in kitchen.***

Objective

To place a silkworm on each of the eight points of the star.
When a silkworm is placed on a point, it must move immediately in a straight line to an opposite point on the star. If it is possible to move to one of two points, the user must choose the point to which the worm will move by clicking on the chosen point. If it is only possible to move to one point, the worm moves automatically to that point. If there is a point from which no moves at all are possible, and there is more than one point left to be filled, the worm cannot be placed on that point.

Solution



Put worm on:	Move to:
1	8
6	7
5	6
4	5
3	4
2	3
1	

Actions that take place after you have solved the puzzle
** Tad drama plays*
** Knox's Room opens*

Stones Puzzle (Chapel)

Objective

Work your way from the entrance point to the exit point, landing exactly on the exit point.

*Note: **Here's how the puzzle should function.***

1) If you zoom into the puzzle, then quit out, the program assumes you need some help, and you are taken through the hole in the middle to the library, where you find the hint book.

2) If you get the puzzle into an unsolvable state at any point, the puzzle should reset automatically.

Solution

Start at the entrance square. The numbers in the diagram indicate the order in which you should jump on the blocks. However, these numbers have nothing to do with the number of times you should jump. The colour of the square decides this. For example:

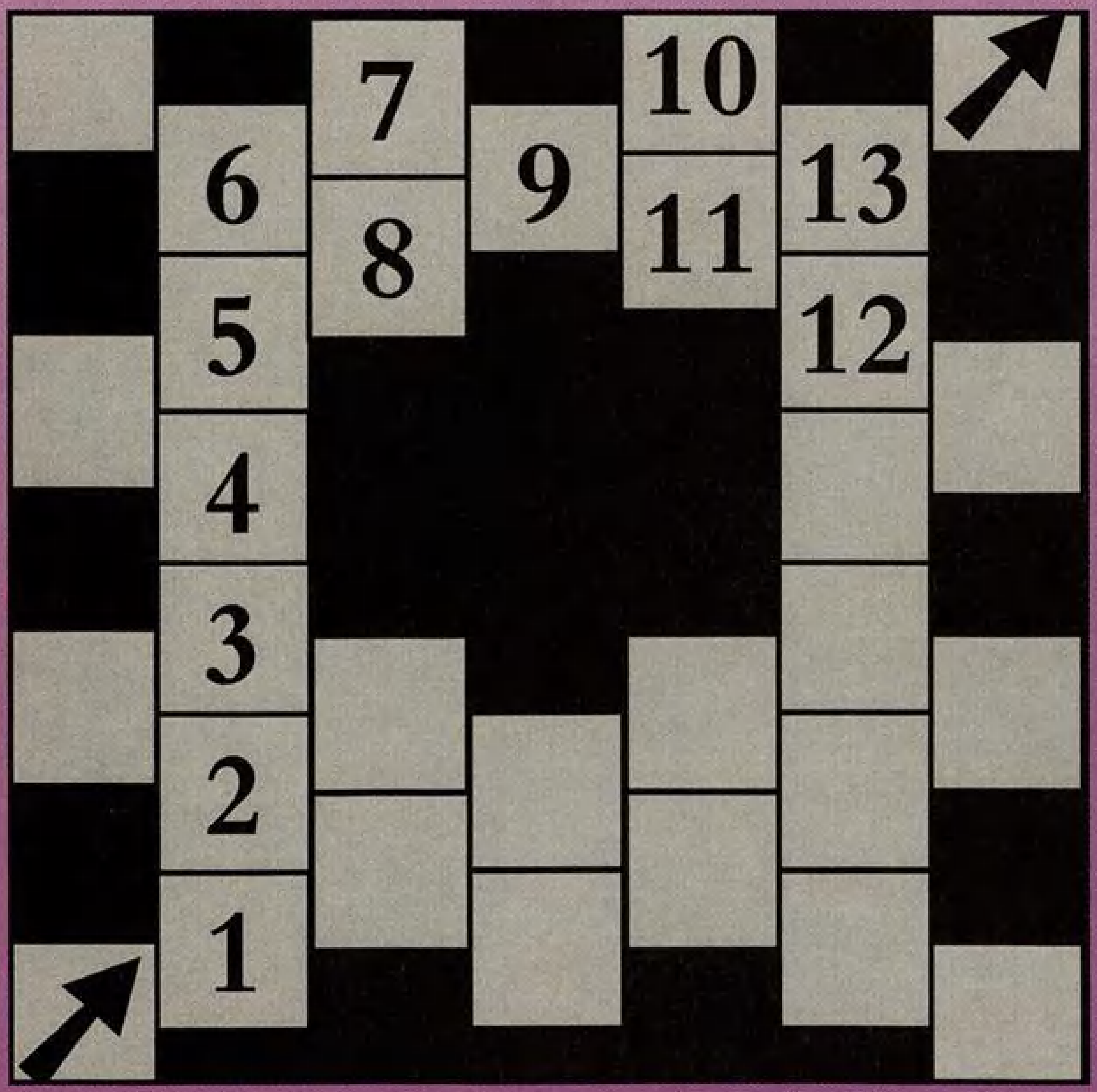
**** If you finish a move on a blue square, you have to advance one square on the next move.***

**** If you finish a move on a gold square, you have to advance two squares on the next move.***

**** If you finish a move on a pink square, you have to advance three squares on the next move.***

When you have advanced the given number of squares, the broken stones you have stepped on vanish behind you.

You must land on the exit arrow on your last move. If you do so correctly, any broken stones you've left behind disappear and the puzzle is solved. If any broken stones remain behind, that means you have stepped on the exit arrow before it was your last move. You must then restart. If you get stranded at any time, there is a scream as if you were falling into an abyss, and the squares are reset.



Actions that take place after you have solved the puzzle

**** Solving puzzle and moving to altar, drama sequence: sacrifice of the child plays***

**** Laboratory opens***

Tower Puzzle (Attic)

Objective

To string together a series of lights that reaches the top of the tower.

Solution

Each window of the tower contains one of four symbols: round window, arched window, rectangular window or half-circle window. The tower is divided into three main sections: lower, middle and upper. In addition, there's a single window at the very top of the tower. Light up this window and you win the game.

You begin on the lower level. Click any window on the bottom row and it will light up. The window you click next will define the first window's function until you solve, quit or reset the puzzle. (Example: if you clicked the half-circle window on the extreme left of the tower then clicked the rectangular window to the right of it, the half-circle's function would be defined as "move right". Every time you clicked a half-circle window it would light up and the window to its right would light up.)

Once you've defined functions for the four types of windows, moves become automatic within each level. Here's an example. Say you had defined the functions as follows:

**** rectangular: right***

**** half-circle: up***

**** circle: down***

**** arch: left***

You click on a rectangular window, which lights up a half-circle to its right. The half-circle is now activated, so it lights up an arch which stands above it. The arch, in turn, activates the circle to its left. The circle would normally activate the window directly underneath it, but that window is the rectangle with which we started (it's already lit). This constitutes an incorrect solution, and the puzzle is reset. The puzzle is also reset when the next window to be lit doesn't exist (ie, is off the right or left edge of the building).

Moves are automatic until you reach the next level of the tower. The functions remain defined as before, but you have to choose the correct window on the bottom row of the new level to set off the chain reaction again.

Now that the explanations are out of the way, here's the solution.

Lower level

Bottom row: sixth window from left (circle)

Second row: sixth window from left (half-circle)

Second row: seventh window from left (half-circle)

Third row: seventh window from left (circle)

Fourth row: fifth window from left (half-circle)

Middle level

Bottom row: third window from left (circle)

Upper level

Second window from left (circle)

Actions that take place after you have solved the puzzle

**** Drama Sequence — Elinor on mannequin/Tad/Julia***

DARREN HEDGES and STEVE HAYES complete our two part guide to Space Ace. Part 1 was published in our September issue

space ace

PLAYER'S GUIDE

LEVEL 8

PATH 1:

You approach in your spaceship (named Star Pac) and you tumble out of it into a little flying transporter. You are attacked immediately. Push your joystick up to prevent being hit. Then immediately turn to the left. Turn to the right again. Now Energize appears on the screen. If you press an action button, you will take path 2. If you turn to the right, you stay as Dexter and you have to turn right again. Finally, turn left and press an action button to shoot one of the monsters.

PATH 2:

Push an action button when Energize appears on the screen. You will change into Ace. Press an action button immediately, and you will shoot the red opponent which is flying in front of you. Turn right and then turn left. Press an action button once to kill the enemy coming from the left and shoot once again to kill the second enemy. You will change back into Dexter and your gun lights up yellow. Finally, shoot the third monster.

Level 8 mirror
Right = left and
left = right.

LEVEL 9

PATH 1:

You land in your Space Pac. You are attacked immediately by a purple monster. Press an action button to shoot it. From the left and right all kinds of monsters attack you. Push up your joystick to run away. Energize appears on your screen. If you press an action button now you change into Ace and enter path 2. If you want to continue as Dexter, push your joystick up to prevent two blue cats from throwing you into space.

A purple monster plant then opens his mouth to swallow you. Go to the right. Turn left at the next corner. The two blue cats are still chasing you. You are attacked by another purple monster plant. Jump left. An orange monster then attacks you. Your gun and the rock on your right light up yellow.

If you press an action button or move your joystick to the right, you will jump to the right. Then jump to the right to catch the rope that comes your way. Again, the orange monster tries to swallow you. Press an action button to shoot it. Then you see two entrances. Take either one to go to the next level.

PATH 2:

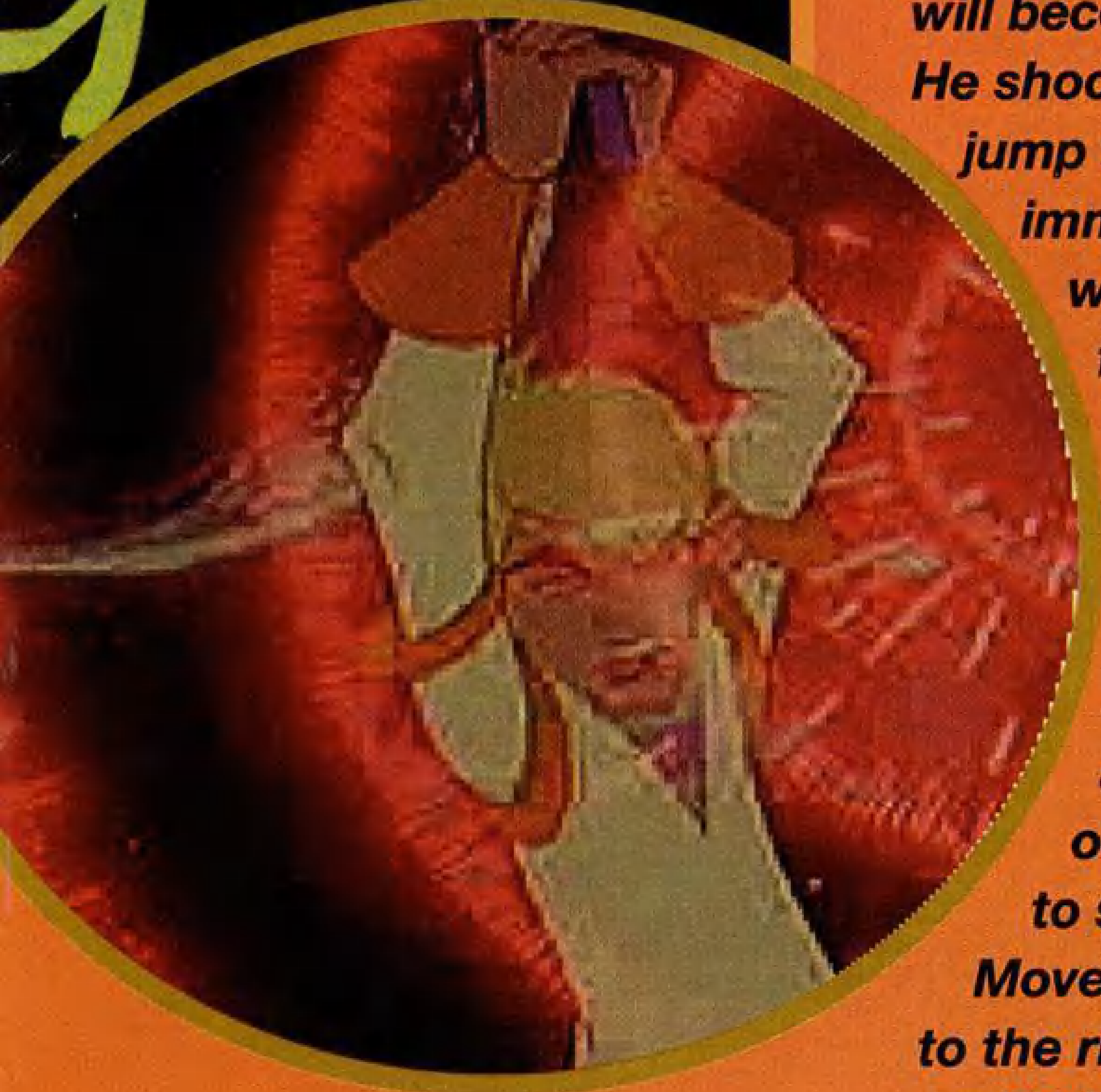
Press an action button when you see Energize. You change into Ace and automatically throw away the two blue cats. The orange monster tries to swallow you. Press an action button to shoot it. The monster then destroys the bridge you are running on. Press your joystick to the right to prevent yourself from falling down. The monster grabs you. Shoot again and you will land back on the bridge and change into Dexter. The monster destroys what is left of the bridge so push left to run away.

Level 9 mirror
Right = left and
left = right.

LEVEL 10

PATH 1:

You are falling upside down with your feet tied to a rope. On your right, you see



another rope that lights up yellow (if the rope appears on your left, you are in level 10 mirror). Push right to grab it. You will be taken up and you will see Kimberley. However, she immediately changes into an enemy. Press an action button to shoot. You will fall down.

On your right you see a hole. Go to the right to jump into it. The water starts to rise very fast in the tube you are in. You will see Energize on the screen. If you now press an action button, you change into Ace and take path 2. Otherwise, you have to push the joystick down in order not to drown. You land in the water and your enemy redoubles and aims at you. Turn right. You will see five enemies. Push right again and you will reach the end of the level.

PATH 2:

Push an action button when the water comes up. You will see Energize and turn into Ace. Your enemy will become a giant. He shoots at you, so jump to the left immediately. He will appear in front of you. Shoot him again. The giant then takes the bridge you are standing on and wants to swallow you. Move your joystick to the right to climb on his hand and shoot again. Now your enemy tries to shoot you. Move your joystick down and he will shoot off his own hand. You will land on his arm. Jump to the left on his belt and he shoots off his arm. Push to the left again and you will land on his right foot. Press your joystick right to jump to his left foot. He will shoot them off. Now only the giant's head remains. It will tumble after you, trying to eat you. Jump to the right once more and finally push your joystick up. You will turn into Dexter again.

Level 10 mirror
Right = left and
left = right.

LEVEL 11

PATH 1:

Dexter jumps through a door and then slides down in a transparent tube. He lands on a motorcycle. If the motorcycle points to the left, you are in level 11, otherwise you are in level 11 mirror (see below). Push your joystick up to the left. You are followed by rhino monsters on motor cycles. In front of you other rhinos appear. They will also shoot at you, so turn back to the right. Now you are hanging on the back of your motorcycle. Press an action button to shoot the rhino that is very close to you. Energize appears on your screen. If you press an action button, you take path 2. If you want to stay as Dexter, push your joystick down. You turn around and then you see Kimberley. Press an action button to shoot the last rhino and you will leave with Kimberley.

PATH 2:

Press an action button when you see Energize. You will automatically turn around and change into Ace. Kimberley is waiting for you. While you are talking to her, you have to shoot two rhino monsters (press an action button twice). Then you are attacked by an enormous wild boar. Push your joystick to the right to grab Kimberley and ride away. The wild boar will appear again and you have to push the joystick of your remote down to avoid being smashed between his "hands". Then you arrive at a bridge that is partly destroyed. Here you have to turn right.

The little pink monsters will jump on your motorcycle. Press an action button. Then another one bites the handlebars and another one your gun. Shoot them both. You will ride into a corridor and automatically you will come back. Push your joystick to the right. Again, little pink monsters will attack you. Press an action button to shoot them. Now you arrive at a place where rhino cycle monsters are waiting for you. Push your joystick to the left to continue. Again, rhinos are blocking the way. Turn right. You are followed now, so turn right again. Ten pink monsters are now in front of you. Shoot and you can continue. Finally you change back into Dexter.

Level 11 mirror
Right = left and
left = right.

LEVEL 12

PATH 1:

If you click on an action button when Energize appears, you will change into Ace.

When you have changed, push down. Then you will see that the road in front of you collapses. Push the joystick up to jump over the hole. On your right, a light blinks. Choose right. Then on your left you will see a yellow light. Choose left. Then go up and afterwards right again. Once more move your joystick up. Finally, you will see a yellow light on your left. Turn left. Now you will get an image of Borf activating a trap. Ace and Kimberley are in a room. This room is filled very fast with water. Immediately go to the left. A shark appears in front of you. Push an action button to shoot it. Again you see Borf activating another trap.

Now an Orca appears. Meanwhile, Ace and Kimberley urgently need oxygen. As the word Oxygen appears on your screen, two oxygen bells light up. Go right. The Orca comes closer. It wants to swallow Ace and Kimberley. Move back to the Aquaboat. Now choose right to run away from the hungry shark. Once

more Borf's head appears. He activates all the traps. Again the Orca tries to swallow Ace and Kimberley. Move down to escape. Then the Orca appears in front of Ace and Kimberley. Press an action button to shoot the creature. It isn't defeated right away, so shoot again. Then you are attacked by seaweed. Again press an action button to shoot. Now the danger comes from all sides. Keep on moving right and you will finish the level.

Level 12 mirror
Left = right and
right = left.

LEVEL 13

This level differs from the other levels in that it has no mirror paths and you can Energize four times during the game. If you Energize the first time, you play the level as Ace all the way to the end. But if you Energize the second, third or fourth time, you stay as Dexter a little longer and enter the Ace path a bit later, so you skip some parts of it.

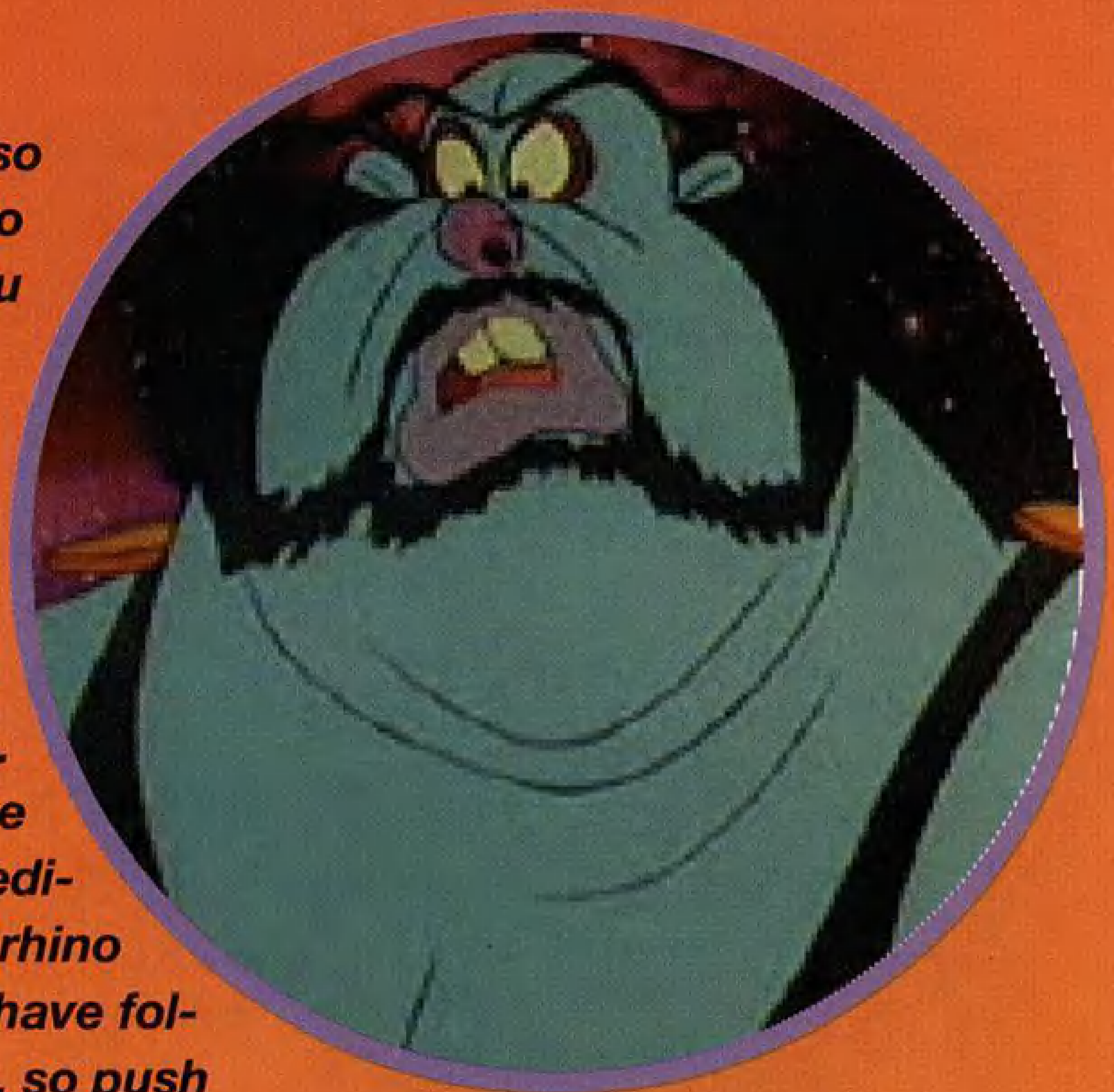
PATH 1:

You are standing on a big sponge. Choose left, up or right depending on which lights up yellow. Immediately you are attacked by rhino monsters. Shoot twice or you will die. However, you cannot prevent Kimberley from being taken by these creatures. If you want to follow her, Borf aims at you. Move your joystick to the right to prevent him from hitting you. Then turn left at the next intersection. You see Energize appear on your screen. If you press an action button now, you will change into Ace and continue on path 1. If you stay as Dexter, you will take path 2. If you change into Ace, you have to press an action button to pick up the stick and defend yourself. Borf hits so hard that you fall down. A yellow light blinks on your right. Push your joystick to the right. Meanwhile, the rhinos are going to barbecue Kimberley, so hurry up. You get up and Borf attacks you again. Press an action button or push left to defend yourself. You don't get killed, but Borf hits you with his foot. Again you fall down. Borf strikes and you have to push up your joystick or press an action button. Again he strikes. Now you have to jump. Push up or press an action button.

Once more Borf strikes with his magic stick in your direction. Push down. You see Kimberley lying on a platform which slowly comes closer to the lava. Now move left or push an action button to defend yourself against Borf. This time Borf hits you very hard with his right foot in the middle of your face. For the third time you fall on your back, but this time you lose your magic stick. Move to the right as Borf strikes again. Now move up to jump towards the magic stick.

Once more you see Kimberley, who is getting quite close to the lava. Push down the joystick or press an action button to prevent Borf from hitting you once more with his foot in your face. Meanwhile, Kimberley is very close to the lava. A light blinks on your right. Push right, and Ace jumps on Borf's head. The rhino monsters are coming over to help him. The rope lights up, so push left to take it. You land on the platform, which is about to disappear in the lava. Push to the right immediately. The rhino monsters have followed you, so push left or press an action button again to hit the rhino monsters that climbed on to your neck.

Then Borf, who has climbed back on his platform, shoots at you with the Infanto Ray. Jump left to the yellow light. Borf shoots again. Push right. Six rhino monsters are lying in front of you. Push right to jump back. Borf will hit his own rhino monster. Once more Borf aims at you. Push to the right again. As Borf shoots again there is only one solution. Move left and Ace will move the mirror to the left. Now watch what happens and enjoy it. You have won the game!



PATH 2:

If you stay as Dexter, first you have to push up. Then go right to prevent Borf from hitting you. Again Energize appears on the screen. If you do nothing or just move the joystick (don't press the action button!) you continue. If you press an action button, you take path 3. If you do nothing, Borf hits you in the face with his foot. Now you have to push up or to the right to continue; or press an action button to take path 4. If you continue (push right or north) you have to push an action button to go to the right and change into Ace. Then push up to get your stick back. At this stage the game continues in the same way as in path 1, starting from the moment you see Kimberley on the platform.

PATH 3:

If you activated the third Energize, you change into Ace. Push your joystick up or press an action button. You will fall backwards. Now you have to push up to jump. The game now continues the same way as in path 1.

PATH 4:

If you activated the fourth Energize, you change into Ace. Push the joystick up or press an action button to jump up. From here on the game continues in exactly the same way as in path 1.

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LASER LORDS

The Player's Guide part 2

Darren Hedges takes you through part 2 of our guide to Laser Lords

Top, left: when you land on a planet, an alien will greet you

TEKTON: VISIT 2

Say "Silicasistorator" to Prime Assembler. Receive Silicasistorator.

Prime Assembler disappears after giving Silicasistorator.

Beam up and save.

TEKTON: VISIT 3

Give secret specs and Fleeton Nugget to Prime Assembler.

Receive access to Woo.

Beam up and save.

ARGOS: VISIT 2

NOTE: Get some Restora on this trip if you currently don't have any in your inventory.

Say "Harpies Swoop" to Andron. Gate opens.

Use injector sword to kill Sodipud.

NOTE: You must be loaded with poison from Barbus/Fornax; must hit him in ankle on first strike. Receive dog tags.

Give ticket to Kuru to Ligah. Receive Fogger.

Pay Odonato for Oxidator. Receive Oxidator.

Beam up and save.

LUXOR: VISIT 2

If you are low on hit points while on Luxor, go to Sahti and get healed. You'll need to say "Baakha sent me" before she'll talk to you.

Use iron sword to defeat Rerek for access to sewers.

NOTE: You will have to fight Remren in the sewars. Use the iron sword. Use Jiva or Restora as needed to heal life force.

Pick up bronze star (under water against far right wall). Life force recharged; new hit points added.

NOTE: Vine seed will need to be dropped in water at far end while standing in water to climb up to the window sill.

Use sword of Seb to kill Hakar (use Jiva or Restora as necessary). Pick up Sebine Seal.

NOTE: Say "heal me" to Sahti on your way to Seb's crypt to restore your life force. You will need to say "Baakha sent me" before she'll talk to you.

Give Paddy Wine to Menkh. Gate opens.

Pick up two Koptoins on floor.

Use iron sword or sword of Seb to kill Hotep (use Jiva or Restora if you get close to dying). Pick up mask of Koptos.

After killing Hotep, use Sebine seal while standing in the middle of the alter-type thing.

Gate to tomb opens.

Use rope to crawl over on ledge directly across from Laser Righter.

You must stand exactly on the edge of the step. Pick up Laser Righter and Koptoin.

Pick up three ammo clips.

Say "Seb set us free" to Seb. Seb wakes up; you may now talk to him.

NOTE: You may now forget "Seb set us free" - just don't accidentally go back to the room before you have finished talking to Seb, or you'll have to say it again.

Say "Sooth stone Seb" to Seb. Receive Sooth stone. You may now forget "Sooth stone Seb".

Give sword of Seb to Seb. Receive fourth verse of Sooth song.

NOTE: Before you leave Luxor, restore any lost hit points by asking Sahti to heal you.

Beam up and save.

FORNAX: VISIT 2

NOTE: There is no need to say "Pan Surrealism" to Erectum or to give the Creeg pass to Lictus.

Give Silicasistorator to Axis. Receive ball of string.

Give dog tags to Jaxus. Receive access to Woo (hyperspace kit).

Give Polysensory unit to Lysistrat. Receive face.

Beam up and save.

TEKTON: VISIT 4

Say "Silicasistorator" or "Polysensory unit" to Ree-Sept. Gate opens.

NOTE: After the gate opens, you can forget both of these terms.

Give ball of string to Dee-Fusion. Receive Auroran shield.

You will have to jump across the moving platform and fight a bunch of nasty droids in the variable. Use the flip movement and run/jump as fast as you can. You cannot kill them!

Beam up and save.

WOO: VISIT 1

Remember "Sweet grass feed" and "Sing Jen heat" from Ah-Gazel.

Say "Sing Jen heat" to Sing Jen.

Pick up Sing Jen. You may now forget "Sing Jen heat".

Say "Sweet Grass feed" to Sweet Grass. Pick up Sweet Grass. You may now forget "Sweet Grass feed".

NOTE: There are a couple of characters you need to be aware of. There is a wolf who you must obtain two bones from. Just ask and he will give them to you. On approach of the bear, give him a bone and he will leave to bury it. This will clear your path.

Halt, alien! Speak the password or be gone!

Orbiting : Argos
Hyperspace
Computer

Top, left: don't forget the password. Left: access the computer or go into hyperspace. Above: if you start seeing double, stop!

Give Sweet Grass to Rom Bok. Rom Bok goes away; barrier cleared.

Remember "Wong Mah song" from Ow-Li.

Remember "Pau Chi Pau" from Chim Pan.

NOTE: You will have to jump over the green part of the tree branch on the right.

Say "Pau Chi Pau". Pick up Pau Chi. You may now forget "Pau Chi Pau".

Remember "Mu Shru Chew" from Sap Ah Jo. Say "Mu Shru Chu". Pick up Mu Shru. You may now forget it.

Say "Golden Fleece" to Tran-Tu-La. Receive Golden Fleece. You may now forget "Golden Fleece".

Give poem to To-Fu. Receive Lo-Tus.

NOTE: You may also recite the analects of Co-Fusion to receive Lo-Tus.

Say "Wong Ma Singh". Pick up Wong Ma.

Give Wong Mah to Wao 1.

NOTE: Wao disappears and reappears later. Use vine seed in water near the left edge of the screen to make vine which enables you to crawl onto the ledge, giving access to the next room.

Ask for verses one, two three and four of song of Flux from Wao 2.

Receive verses one, two, three and four of song of Flux.

Say "Lixir" to Lao. Give Pau-Chi, Mu-Shru, Sing Jen, Lo-Tus and Gold Flower to Lao. Receive Lixir.

NOTE: Use flip movement to cross the gap. Give robe of vision to Tao. Receive harp.

To access the last room, you must either do a big flip over the gap in the preceding room that leads to it, or you must run a rope across the gap and crawl over it.

Beam up and save.

HIVE: VISIT 1

NOTE: Arm yourself with the fogger when you beam down, and make sure you have the jet belt and oxidator with you.

Say "Odonato" to Odonato. Receive wing lacquer.

Ask for two servings of honey from Odonati. (Honey restores hit points. Use it if you get low.)

Use harp near Larva. Receive verse of Hum of Hive.

Repeat above action three more times.

Give sooth stone to Hive Queen. Receive Royal Jelly.

NOTE: You must still have a silver spoon in your inventory to receive Royal Jelly. If you need more Royal Jelly, buy another silver spoon from Odonato/Argos BEFORE you give him the wing lacquer, then come back to the Hive Queen and recite the Omegan Odes.

Beam up and save.

LUXOR: VISIT 3

NOTE: If you are low on hit points, see Sahti before you leave Luxor. Also, if you don't have Jiva in your inventory, get some from Rahman before you leave.

Give Lixir to Nebka Silver Star (select keyword "Pendant").

Receive silver star.

Beam up and save.

ARGOS: VISIT 3

Give wing lacquer to Odonato. Receive hyper laser.

NOTE: If you need more Royal Jelly, buy another silver spoon from Odonato/Argos BEFORE you give him the wing lacquer, then go back to the Hive Queen and recite the Omegan Odes.

(Make sure you have the Auroran shield before you enter the next room). Ask for Gongor's mirror from Gongor/Leneh.

NOTE: Do not look at or use this item or you will die.

Give Gongor's mirror to Lexandaller. Receive antidote.

Give Golden Fleece to Hemeprotus.

Receive condensation crytal.

Give antidote to Gongor.

Receive Gongor's crown.

NOTE: If you are low on Taras, you can sell the crown to Coprose/Fornax. You may also want to buy some ammo clips.

If you do not have Restora in your inventory, buy some from Thesia before you leave.

Beam up and save.

RAVANNA: VISIT 1

NOTE: Try to have as many of the following items as possible in your inventory before you beam down on Ravanna; honey (two servings preferably), Restora, Royal Jelly, Jiva.

You're going to have to take some damage here, so be prepared! Minions/guards (characters who cannot talk, but sure love to beat you up) regenerate from beamdown to beamdown. Kill them the first time, and they will stay dead as long as you don't beam up again.

Joe must jump across some of the banks of silver fans. He cannot get over some of them by walking. It is also not a good idea to fight on these things.

Defeat sword-wielding guard (best to use a sword). Clear barrier.

Defeat short punk guard with laser (again, best to use a sword). Clear barrier.

Ask for first code of Sarpedon.

Defeat Belial (use hyper laser).

Defeat squishy green guard with eye stalk. (Use sword or combination of hyper laser and sword).

Ask for second code of Sarpedon. Defeat Salmundo (use sword or combination of sword and hyper laser).

Defeat eyeball guard (use sword or combination of hyper laser and sword).

Defeat skullface guard (use sword).

NOTE: use the third elevator from the right to get to the next room.

Ask for third code of Sarpedon. Defeat Demonda (use sword or combination as before).

Recite commercial code of Argos to Thorax.

Receive fourth code of Sarpedon.

Give face to Thorax. Gate opens.

Use hail or name command on Sarpedon 1 to initiate fight. Let Sarpedon 1 hit you once; he will then disappear. (There is nothing you can do about this. Be prepared to lose about 250 hit points).

Defeat pavement pizza guard (use sweep kick; any other attack will cause you a lot of grief!).

Recite voidal murmur to Double. Gate opens.

Talk to Sarpedon 2. Hit keyword "refuse" to initiate fight. Let Sarpedon 2 hit you once; he will then disappear (again, nothing you can do about this - be prepared to lose about 250 hit points).

Use condensation crystal on Sarpedon: triggers winning end-game sequence.

OR give condensation crystal to Sarpedon. Triggers losing end-game sequence.

letters

Write to The Editor, CDi Magazine,1500 16th Street, Suite 100, San Francisco, California 94103, USA

top tips

Wonderful, fantastic, enlightening, brilliant, outstanding! You name it, you've got it. At last, a magazine dedicated to die-hard CDi fans. Boy you took your time coming.

I've had to put up with going into my local newsagent and seeing dozens upon dozens of Sega, PC and Nintendo magazines, but nothing on CDi.

OK, I know some magazines do cover it, but they are not a good read and they only cover games.

Now to my comments.

Thank heavens for the new Touchpad controller. It's about time us gamers had a decent controller. Now I can really thrash Robert Garrett in International Tennis Open and improve my golf in Palm Springs Open.

Now golf, there is a tricky game. Here are a few tips. It *is* possible to hit a birdie or eagle on some of the holes (honest). Always choose a club one higher than you need. For instance, if you need 140 to go, pick a five iron and you are sure to reach your target.

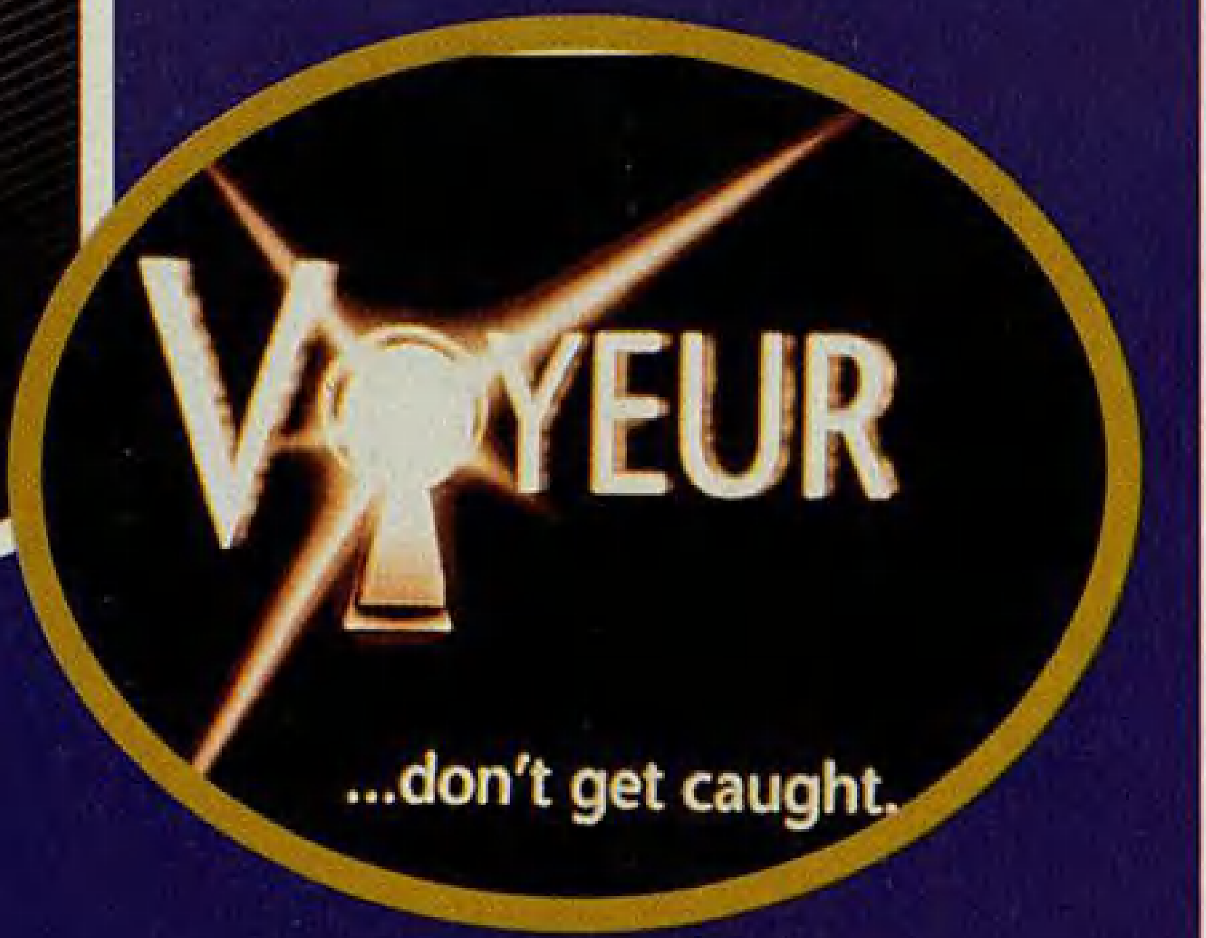
If you are in the rough, choose a club a couple higher than you need. It's easy. I have just finished 18 holes at par.

Another thought. Why not have a highest score chart in the magazine? Kether - what unbelievable graphics. Voyeur - what engrossing stuff (Chloe is a real babe). Know what I mean!

Things are definitely looking good for CDi fans. The quality of games is starting to impress the market. I can't wait for my next issue of CDi Magazine.

J Wass

Left: a decent controller at last! Below: fabulous Voyeur



carousel

I read the first issue of your magazine with great interest. I bought my Magnavox 200 in rather a hurry, but do not regret it. I know that Philips is thinking of releasing a CDi carousel player in the future, but I didn't want to miss out on a good deal. It doesn't bother me a great deal that CDi movies require two discs: having to change the discs is not a major hardship. However, I can see multi-disc games being developed for the carousel player. Do you think this is likely to happen?

I like strategy games and have played Link and Zelda games on the SNES, when I was deciding whether to buy a SNES or a CDi. I saw Link and Zelda games in the store for CDi, and that swung it for me. But I must say how disappointed I am with the CDi versions; they look and sound good, but don't play well as anyone who has played a SNES version will agree.

Adam Elvin

I don't know of any multi-disc games currently in development, but they could be created in the future.

ED

more cover discs, please

Congratulations on a great magazine. As a CDi owner for two years, and a former member of the CDi salesforce, I find the articles and features very informative entertaining.

I am writing to enquire if your magazine has any plans to give away further cover discs, similar to the Pete Townshend disc on bookstall copies of issue 1. Keep up the good work.

A Jarvie

We are constantly looking at the possibility of adding a free cover disc to the magazine, and will do so whenever possible.

ED

Pete Townshend on CDi

putting the question

I have just read Issue 1 of your splendid magazine, and want to thank you for producing such a dedicated magazine for CDi owners. Is there any chance of playable demos on future cover discs, please?

At last it appears that Philips has got its act together on the software front. I am delighted there is a beat-'em-up in the form of Mutant Rampage. And if Rise of the Robots is as good on CDi as it is on other formats, it is set to be a big seller.

Finally, could you answer the following questions?

1) Will the light gun that is to be bundled with Mad Dog McCree work with other games, such as CyberCity? This would greatly enhance its game play.

2) Do you know if there are any basketball or American football games coming out on CDi?

3) Could you print a full list of release dates for future titles in the next edition as it is hard to keep track of new titles?

4) Do you have any idea if there will be a space sim, such as Elite, coming out on CDi, or games such as Populous or Sim City?

5) The new joypad for CDi is a great help for a lot of the titles. But as games become more sophisticated and need more control, why can you only use two of the four buttons on the joypad?

Matthew Bain

In answer to your questions. We are constantly looking at the possibility of putting playable demos on free cover discs. The light gun with Mad Dog McCree will also work with CD Shoot and future titles. Philips has released a number of football titles and has just released NFL Hall of Fame (see issue 1). We publish a list of forthcoming releases in every issue which is as accurate as possible, but inevitably some release dates change after we go to press. We know of no plans at this stage to produce simulation titles of the type you describe on CDi. Philips will shortly produce a new games controller for CDi (see our news story, this issue).

ED

Gun control: pistol works with Mad Dog McCree and CD Shoot

SHERIFF'S OFFICE

on a winning streak

Gamesmanship: completing Space Ace in only three weeks

I have to disagree with people who say Space Ace is impossible to play and you can never win.

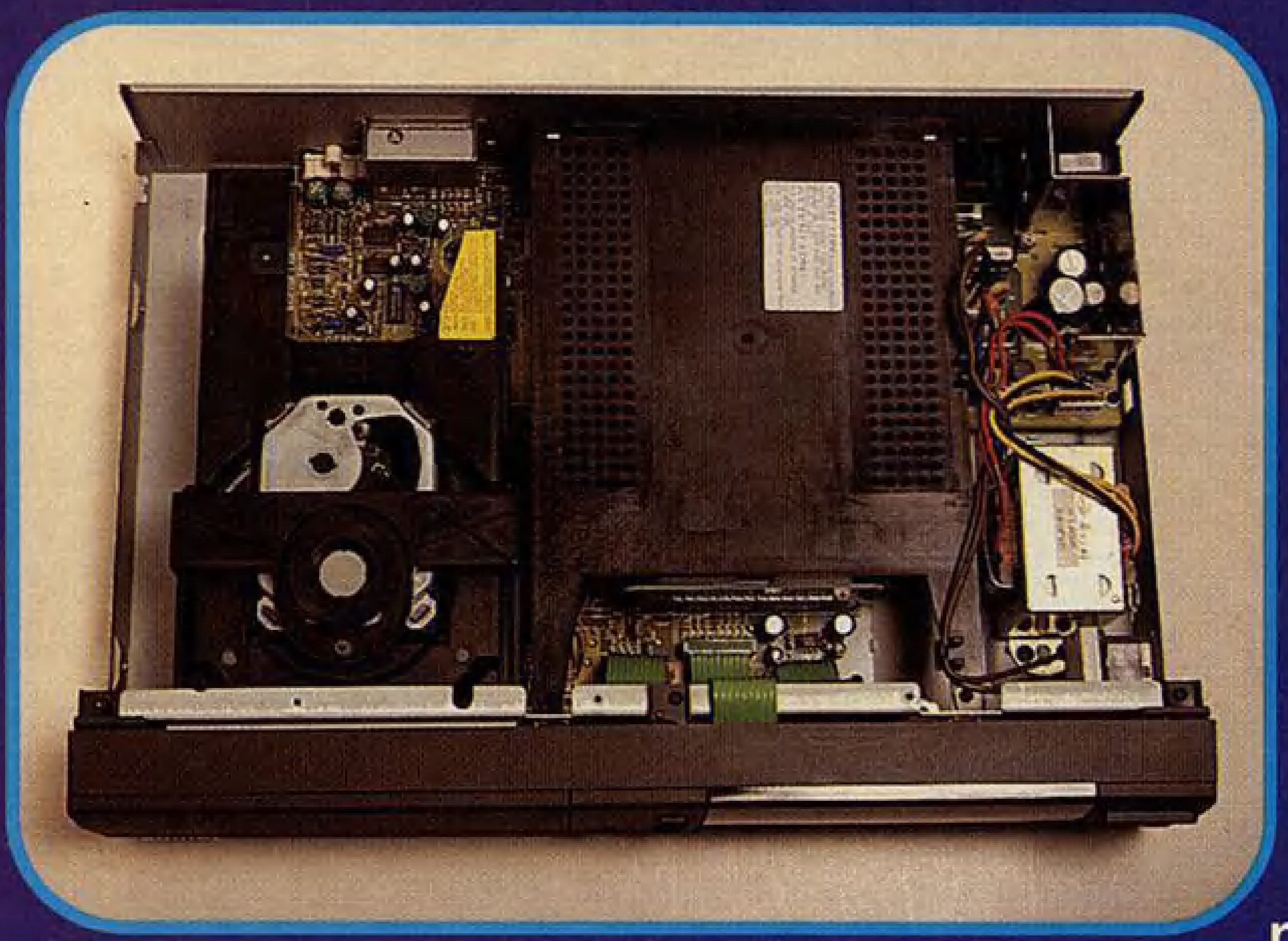
I received the game for my 16th birthday on 23 June and was totally stunned by the crystal clear graphics. It was better than anything else I had seen.

Since then, I have hardly stopped playing it. Earlier this evening I managed to complete the game. As I have been away on holiday for four weeks, it has taken me only three weeks to complete. However, this does not mean I found the game easy. Indeed, towards the later stages it was very tough and I had to progress one step at a time before I could complete that level.

I would also like to applaud the designers for devising the many ingenious levels. I particularly enjoyed the maze with Dexter and Kimberley's hilarious deaths! I was a little disappointed with the ending, though. "Congratulations" is a small reward for the effort required to defeat Borf. Thanks for many hours of enjoyment.

Mark Dunbar

technical talk



Here's the inside of a Magnavox 200 for the technical boffins among you

I just had to write to congratulate you on the quality of your magazine. Just like the CDi machine, the magazine is glossy, well presented and full of interesting articles. My particular favourites are the news and reviews sections which I find absorbing.

My only complaint is that there are not enough technical articles and the ones you have published are not thorough enough (some of us like to be blinded by science).

I'm sure that quiz games would sell well on CDi, and they should be cheap and easy to produce. With the superior technical capabilities of CDi, you could add extra dimensions such as graphics, video and stereo sound. You could sell discs separately depending on the type of questions — sport, general knowledge, kids's stuff, adults etc.

Once again thank you for a wonderful publication, and giving support to such a wonderful system. Keep up the good work!

J Pugh

We have tried to keep our technical coverage simple so that it is easy for everyone to understand — not just the so-called experts. Blinding readers with science might put some people off, but we hope to run more technical articles in the future. Your request is duly noted!

ED

checkmate

Could you please put The 7th Guest into the Hot Tips section of the magazine? I am stuck on two parts: the chessboard in the games room and the chess pieces on the floor in one of the bedrooms (the bedroom where the cat stabs the woman in the painting).

Are any more football games coming out? Is there a cheat book for CDi?

Paul McCutcheon

The 7th Guest: puzzle solutions

Many readers have asked us for help on The 7th Guest, so we have published a guide to some of the key puzzles on pages 46-49.

ED

gameplay

CyberCity: too hard for some?

I have owned a CDi for four months and find the games look great, but are not always as playable as you would expect.

Escape From CyberCity is a good example. It is a work of art but so mind-blowingly difficult, I just gave up. Palm Springs Golf has the makings of a good game, but where is the list telling you which club pushes a ball a maximum or minimum distance?

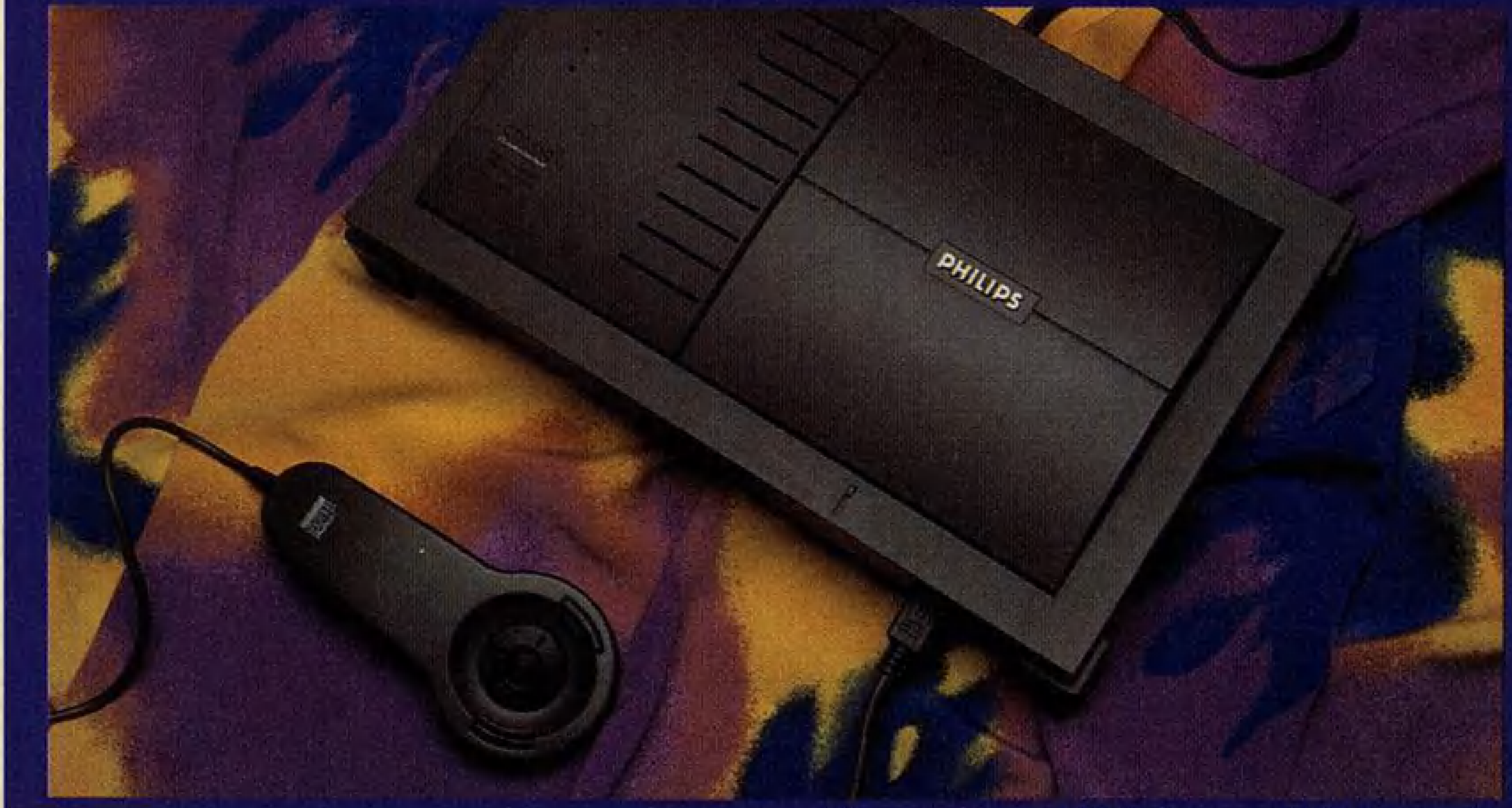
In case you think I am being grumpy, I have to say that The 7th Guest is great, and Caesars World of Boxing is brilliant.

T A Clarke

Naturally, some games are more difficult than others — after all, we don't want to make life too easy for you!

ED

subscription offer



Magnavox 450 player: $299

Please could you tell me if a new CDi player has been released. If so, how much is it and what does it look like? Can you please also tell me how I can take out a subscription for your magazine. Please keep up the good work. As soon as I read the 7th Guest review I ordered it and have now completed it.

D Whetstone

Philips has introduced the Magnavox 450 player at $299. This was featured extensively in the first issue of CDi Magazine in September (see picture).

If you wish to take out a subscription, call 914 735 8083.

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CDi TITLES CATALOG AND PRICE LIST WINTER 1994

CHILDREN'S TITLES

BEAUTY AND THE BEAST
The story of Beauty and the Beast told by Mia Farrow.
Price $19.98 Catalog No 310 690 114 2

BERENSTAIN BEARS ON THEIR OWN AND ON YOUR OWN
Meet the popular and friendly Berenstain Bears and follow the young bears' antics as they try and persuade their parents to let them go to the fair.
Price $39.98 Catalog No 310 690 110 2

THE BEST OF BABY SONGS (DV)
Features 20 music videos from the award-winning Baby Song video series. Hap Palmer's finger-snapping songs celebrate the joys of a child's everyday world.
Price $14.98 Catalog No 310 690 296 2

BRER RABBIT AND THE WONDERFUL TAR BABY
The story of Brer Rabbit and Brer Fox told by Danny Glover.
Price $19.98 Catalog No 310 690 045 2

CARTOON CARNIVAL (DV OPTION)
Classic cartoons from Hanna Barbera. Each time you win a game, collect a letter. When you can spell Cartoon Carnival, you are rewarded with a cartoon in Digital Video.
Price $39.98 Catalog No 310 690 094 2

CARTOON JUKEBOX
Favorite tunes such as Pop Goes the Weasel and Row, Row, Row Your Boat.
Price $29.98 Catalog No 310 690 001 2

CHILDREN'S BIBLE STORIES
Classic bible stories in animation with interactive fun and learning activities.
David and Goliath
Price $39.98 Catalog No 310 690 189 2
Moses: Bound for the Promised Land
Price $39.98 Catalog No 310 690 066 2
Moses: The Exodus
Price $39.98 Catalog No 310 690 035 2
Noah's Ark
Price $39.98 Catalog No 310 690 032 2
The Story of Jonah
Price $39.98 Catalog No 310 690 067 2
The Story of Samson
Price $39.98 Catalog No 310 690 190 2

CHILDREN'S MUSICAL THEATRE
Customize your own songs and watch as they are performed by a band of musical animals.
Price $29.98 Catalog No 310 690 008 2

CRAYON FACTORY
The Crayon Factory has a new boss who wants to get rid of the workers. Saturday and the rest of the production team must stop him. Kids color the story.
Price $39.98 Catalog No 310 690 253 2

DARK FABLES OF AESOP
Twelve moral tales narrated by Danny Glover with jazz score by Ron Carter.
Price $29.98 Catalog No 310 690 085 2

EFFACER
This is the traditional "hangman" game which enters the 25th century with a space alien theme. Guess words from a 40,000 word database to defeat the dark forces.
Price $29.98 Catalog No 310 690 248 2

EMPEROR'S NEW CLOTHES
One of Hans Christian Andersen's best-loved tales is told by Sir John Gielgud.
Price $19.98 Catalog No 310 690 042 2

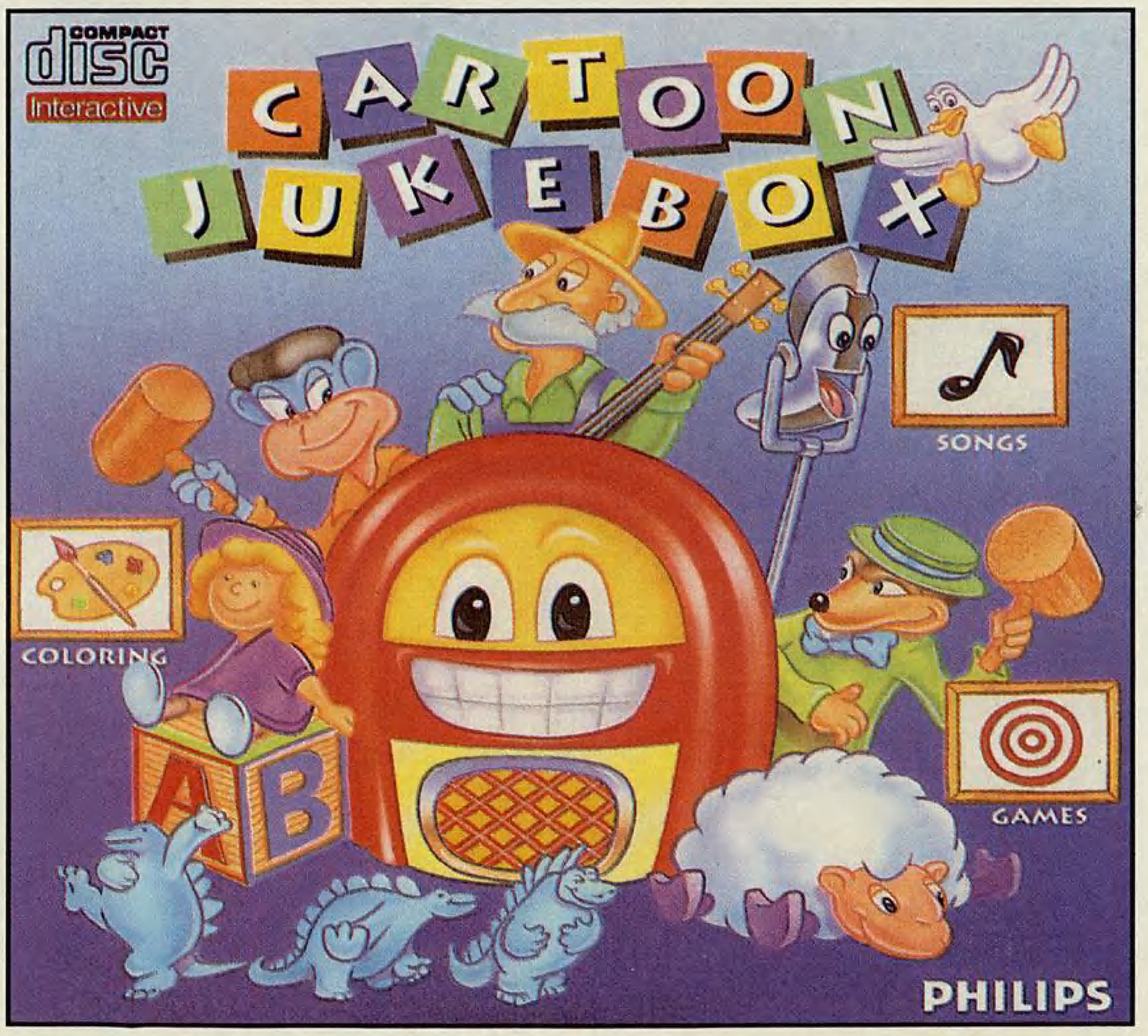
FLINTSTONES/JETSONS TIMEWARP
Something crazy and cosmic has happened - Fred Flintstone and George Jetson are time-warped into each other's worlds in this animated adventure.
Price $34.98 Catalog No 310 690 120 2

GIRL'S CLUB
Dating game for pre-teenage girls. Get to meet your dream date, ask him lots of questions and dress him as you like.
Price $49.98 Catalog No 310 690 070 2

HOW THE CAMEL GOT HIS HUMP
Rudyard Kipling's popular tale of the lazy camel available in Spanish or English versions.
Price $19.98 Catalog No 310 690 021 2 or 310 690 146 2 (Spanish)

HOW THE RHINO GOT HIS SKIN
Another Rudyard Kipling tale, in which a gluttonous rhinoceros who gets his comeuppance. Also available in Spanish or English versions.
Price $19.98 Catalog No 310 690 023 2 or 310 690 147 2 (Spanish)

JOKER'S WILD JR
Marc Summers hosts this fun-tastic interactive version of the popular TV quiz show. Spin the wheel and face questions galore.
Price $39.98 Catalog No 310 690 182 2



LAMB CHOP'S PLAY ALONG (DV)
Kids love the musical delights of Lamb Chop and friends from these special segments from the hit PBS show, which turn viewers into "doers" on CDi.
Price $14.98 Catalog No 310 690 289 2

LITTLE MONSTER AT SCHOOL
Spend a day with Little Monster at home and at school in this interactive version of the popular children's book by kids' author Mercer Mayer.
Price $34.98 Catalog No 310 690 097 2

MAX MAGIC
Magician Max the Amazing teaches you new tricks in the world's first electronic magic kit.
Price $34.98 Catalog No 310 690 113 2

MORE DARK FABLES FROM AESOP
Twelve more tales narrated by Danny Glover.
Price $29.98 Catalog No 310 690 086 2

MOTHER GOOSE HIDDEN PICTURES
An animated activity book combining the pleasures of hearing and seeing nursery rhymes with the added fun of picking objects.
Price $19.98 Catalog No 310 690 015 2

MOTHER GOOSE RHYMES TO COLOR
Children color their favorite nursery rhymes and watch them animate.
Price $19.98 Catalog No 310 690 016 2

PAINT SCHOOL 1
Choose from several hundred scenes to paint or start from scratch and draw your own picture. There are a huge variety of colors and palettes available.
Price $24.98 Catalog No 310 690 009 2

PAINT SCHOOL 2
More pictures to paint using CDi's enormous color palette. The magnifying glass allows you to zoom in on the details.
Price $24.98 Catalog No 310 690 002 2

PECOS BILL
A colorful retelling of the legend of Pecos Bill - the fearless buckaroo. Narration by Robin Williams.
Price $19.98 Catalog No 310 690 012 2

PEGASUS
The legendary story of the winged horse is told by actress Mia Farrow.
Price $19.98 Catalog No 310 690 192 2

RICHARD SCARRY'S BEST NEIGHBORHOOD DISC EVER
Busytown comes to life with your favorite Scarry characters.
Price $29.98 Catalog No 310 690 037 2

RICHARD SCARRY'S BUSIEST NEIGHBORHOOD DISC EVER
Another trip to Busytown with music and games.
Price $29.98 Catalog No 310 690 038 2

SANDY'S CIRCUS ADVENTURE
Sandy, the cuddly sea lion, visits the circus and your child is invited along. Together they can explore all the fun and excitement of the big top.
Price $29.98 Catalog No 310 690 022 2

STICKYBEAR MATH
Children select problems using addition, subtraction, multiplication and division and are rewarded with animation when they solve math problems correctly.
Price $29.98 Catalog No 310 690 082 2

STICKYBEAR PRE-SCHOOL
Six bilingual (English/Spanish) learning activities engage kids for hours. Features alphabet recognition, grouping, shapes, colors, opposites, numbers.
Price $29.98 Catalog No 310 690 257 2

STICKYBEAR READING
Helps youngsters build vocabulary and reading comprehension skills, with three fun-filled games and activities that spur their imaginations.
Price $29.98 Catalog No 310 690 083 2

STORY MACHINE MAGIC TALES
Create your own fairy tales or adventure stories by adding your own scenes, characters, narration and dialogue.
Price $34.98 Catalog No 310 690 025 2

STORY MACHINE STAR DREAMS
Star Dreams whisks you away on an intergalactic adventure of your own making. Create your own stories.
Price $34.98 Catalog No 310 690 024 2

SURF CITY
Sing along to classic 1960s music as you explore a typical beach town in California, with hot rods, an arcade, surf shop and more.
Price $39.98 Catalog No 310 690 131 2

TELL ME WHY 1
Find out the answers to 175 questions on five topics: Our World, How Things Work, The Zoo, How Things Began and The Human Body.
Price $34.98 Catalog No 310 690 003 2

TELL ME WHY 2
Another 175 questions answered on the same five topics.
Price $34.98 Catalog 310 690 004 2

A VISIT TO SESAME STREET - LETTERS
Meet the characters from the TV series and explore the world of Sesame Street. Includes a variety of letter based games.
Price $39.98 Catalog No 310 690 018 2

A VISIT TO SESAME STREET - NUMBERS
Visit Bert and Ernie's place, Big Bird's House and the Count's Castle to play number-based games.
Price $39.98 Catalog No 310 690 019 2

WACKY WORLD OF MINIATURE GOLF
Eugene Levy hosts this humorous romp through 18 animated holes of golf.
Price $34.98 Catalog No 310 690 180 2

ZOMBIE DINOS FROM PLANET ZELTOID
Dexter the Dinodroid takes you back to the days when dinosaurs ruled the earth.
Price $39.98 Catalog No 310 690 084 2

GAMES

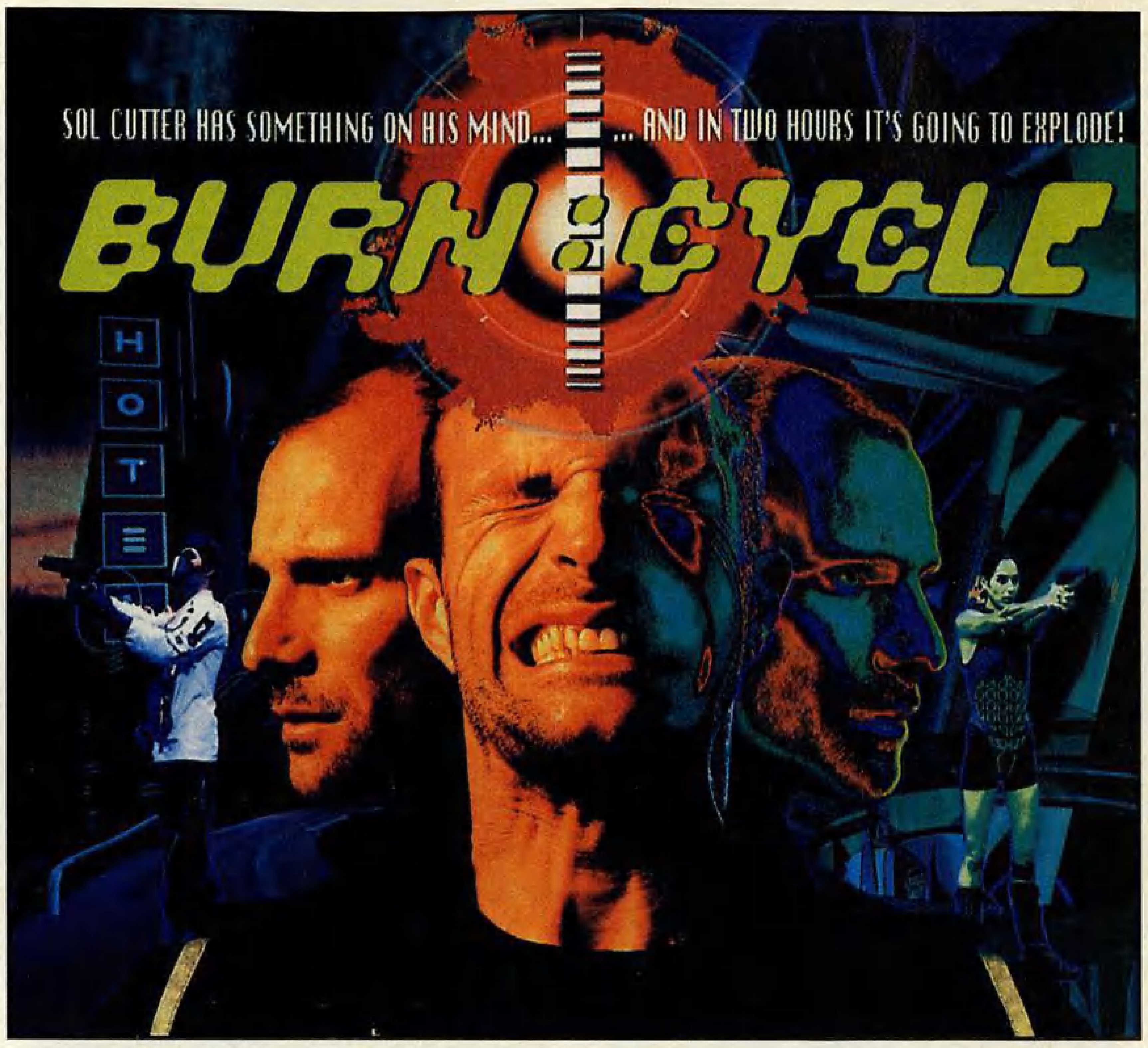
ALICE IN WONDERLAND
Roam around Wonderland as you try to solve the rhymes and puzzles.
Price $49.98 Catalog No 310 690 065 2

ALIEN GATE
Hordes of nasty monsters are advancing through the Alien Gate with one objective - the destruction of your world. You must stop them all or risk death.
Price $29.98 Catalog No 310 690 271 2

THE APPRENTICE
Marvin the Apprentice needs your help in this fast, addictive arcade-style game. Six huge levels with three stages each test your skill and dexterity.
Price $34.98 Catalog No 310 690 167 2

AXIS AND ALLIES
The classic board game comes to CDi. It is your chance to refight WWII as the leader of the Axis or Allied countries.
Price $49.98 Catalog No 310 690 276 2

BACKGAMMON
Everything you need to play backgammon on CDi, including three animated opponents each with a different skill level, from beginner to expert.
Price $34.98 Catalog No 310 690 039 2


SOL CUTTER HAS SOMETHING ON HIS MIND...
...AND IN TWO HOURS IT'S GOING TO EXPLODE!
BURN:CYCLE
HOTEL

BATTLESHIP
You command a fleet of five ships. Your mission is to seek and destroy your enemy's ships before he destroys yours.
Price $34.98 Catalog No 310 690 033 2

BURN:CYCLE
Sol Cutter has passed out in the Softech Corporation where his brain has been downloaded with a computer virus. A live action Cyber-punk adventure game.
Price $59.98 Catalog No 310 690 145 2

CAESARS WORLD OF BOXING (DV)
Join the boxers, promoters, managers and reporters at Caesars Palace in Las Vegas. Work your way through the ranks in this two-player game.
Price $49.98 Catalog No 310 690 186 2

CAESARS WORLD OF GAMBLING
Experience the real sights and sounds of the Caesars Palace casinos. Learn to play the most popular casino games.
Price $49.98 Catalog No 310 690 027 2

CD SHOOT
Practice your shooting skill in Sporting, Ball Trap, Olympic Trap and English Skeet, based on international rules.
Price $29.98 Catalog No310 690 270 2

CHAOS CONTROL
Jessica Darkhill is the only person who can stop the evil Kesh Rhans from invading earth. You must help her complete five missions to stop the attack.
Price $49.98 Catalog No 310 690 137 2

CLUE
The first ever interactive version of the popular board game lets you explore each room, question characters and unearth clues in video flashbacks. A family game for one to six players.
Price $49.98 Catalog No 310 690 206 2

CONNECT FOUR
The CDi version of the popular vertical checkers game.
Price $29.98 Catalog No 310 690 020 2

DIMO'S QUEST
Navigate a hip little candy-collector through 51 remarkable mazes in this high energy puzzle extravaganza.
Price $34.98 Catalog No 310 690 063 2

DRAGON'S LAIR (DV)
Dirk the Daring is the hero in this arcade game by Hollywood animation specialist Don Bluth.
Price $49.98 Catalog No 310 690 138 2

DRAGON'S LAIR II
This time Dirk makes his way through a trap-laden timewarp to rescue Daphne and foil evil Mordroc. Nine levels with razor sharp graphics.
Price $49.98 Catalog No 310 690 139 2

EARTH COMMAND
Your task is to save the world from impending environmental disaster. By adjusting population growth, taxes and environmental policies you can prevent Armageddon - or is it too late?
Price $49.98 Catalog No 310 690 291 2

ESCAPE FROM CYBERCITY
Your mission is to survive the dangers of CyberCity, fight your

way to the train and destroy the Guardian's planet.
Price $49.98 Catalog No 310 690 071 2

A GREAT DAY AT THE RACES

Learn all you wanted to know about handicapping, then place your bets! Horse racing commentary by Mickey Rooney.
Price $49.98 Catalog No 310 690 128 2

HOTEL MARIO

The world's most popular plumber makes his debut on CDi. There are seven different hotels and 80 levels to explore as you battle to save the princess of the toad stool kingdom from the evil Bowser.
Price $49.98 Catalog No 310 690 260 2

INCA

You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way.
Price $49.98 Catalog No 310 690 285 2

INTERNATIONAL TENNIS OPEN - 2 PLAYER

The popular tennis simulation game in two-player version so you can fight to match point against your friends as well as the CDi player.
Price $49.98 Catalog No 310 690 062 2

JEOPARDY!

You feel like you are on the game show set when Alex Trebek calls you by name and peppers you with "answers" — and you ring in with the questions. One to four players can play 35 complete shows.
Price $39.98 Catalog No 310 690 263 2

JIGSAW

Like jigsaw puzzles? This disc gives you dozens and dozens of options: multiple designs to select size and shape of pieces, time limits, hints and more.
Price $39.98 Catalog No 310 690 029 2

JOKER'S WILD!

The popular TV game show comes to CDi. One to four players can spin the wheel for hours of fun.
Price $39.98 Catalog No 310 690 181 2

KETHER

You are Melkhor, a space knight, who has to land on Kether and rescue Eta Carene, the Princess of Wisdom. Stunning graphics in this mix of arcade action and puzzle solving.
Price $49.98 Catalog No 310 690 275 2

LASER LORDS

Explore alien worlds in the Laser Lords' star cruiser.
Price $49.98 Catalog No 310 690 074 2

LINK: FACES OF EVIL

Nintendo characters appear for the first time on CDi. Ganon has captured the island of Koridai and Link must save it from the Faces of Evil.
Price $49.98 Catalog No 310 690 118 2

LITIL DIVIL (DV)

Poor old Mutt must work his way through the Labyrinth of Chaos where he must find the Mystical Pizza of Plenty. A game of exploration, fighting and puzzle solving.
Price $49.98 Catalog No 310 690 141 2

LORDS OF THE RISING SUN

A Japanese strategy game on CDi featuring live actors and interesting gameplay.
Price $49.98 Catalog No 310 690 098 2

MAD DOG MCCREE (DV)

The popular arcade game brought to life on CDi with highly realistic Digital Video footage. "Peacekeeper" gun optional.
Price $59.98 or $79.98 with gun
Catalog No 310 690 058 2

CD-i
GAMES
MAD DOG McCREE
AND THE PEACEKEEPER REVOLVER
SHOOTING GAME
THIS GAME COMES EQUIPPED WITH THE PEACEKEEPER REVOLVER FOR THE REAL ARCADE EXPERIENCE.

MEGA-MAZE

A series of ever more complex mazes will test your wits to the max in this exciting game of skill.
Price $34.98 Catalog No 310 690 061 2

MUTANT RAMPAGE: BODY SLAM(DV)

The first proper beat-'em-up on CDi. Fight your way through ten cities, each with its own team of mutants, in a gruesome post-apocalyptic world.
Price $49.98 Catalog No 310 690 282 2

MYSTIC MIDWAY R.I.P

The "master of cemetries" Dr Dearth welcomes you to his shooting gallery with 15 targets and 20 game levels.
Price $29.98 Catalog No 310 690 152 2

NAME THAT TUNE

The all-time favorite game show where you must name a tune before your rival does. Almost 1,000 tunes on the disc keep you playing for hours.
Price $39.98 Catalog No 310 690 184 2

NFL HALL OF FAME (DV)

Create your own dream team from the greatest legends in the Pro Football Hall of Fame and compete in arcade style action against a friend or the CDi machine. Includes video bios of players.
Price $59.98 Catlog No 310 690 201 2

NFL TRIVIA CHALLENGE '94/'95

TV commentators Pat Summerall and Tommy Bookshier return in this ultimate test of football acumen. Features over 1,200 images and 300 film clips.
Price $49.98 Catalog No 310 690 169 2

PALM SPRINGS OPEN

Play 18 of the world's most famous and challenging holes on your own TV. Control "live" golfers on actual courses.
Price $49.98 Catalog No 310 690 013 2

PHANTOM EXPRESS

Join Dr Dearth on a roller coaster ride in the sequel to Mystic Midway that takes you through the various stages of life in this 3-D shooting game.
Price $29.98 Catalog No 310 690 247 2

PINBALL

Play four pinball games in your living room without having to feed money into a slot machine.
Price $34.98 Catalog No 310 690 034 2

POWER HITTER

Baseball challenge which puts you up against the games' great pitchers. The announcer comments on your every move.
Price $49.98 Catalog No 310 690 081 2

SARGON CHESS

There are 16 levels of this chess program for novice through advanced players.
Price $39.98 Catalog No 310 690 030 2

THE 7TH GUEST (DV)

Virgin Games' fabulous mystery adventure game, first released on CD-ROM, is now on CDi. Simpler to load, with stunning sound and graphics, comes complete with CD soundtrack.
Price $59.98 Catalog No 310 690 252 2

SPACE ACE (DV)

Space Ace has been zapped by the evil Borf and you must help him defeat the dreaded Infanto Ray and save the earth. Great animation by Don Bluth.
Price $59.98 Catalog No 310 690 059 2

STRIKER PRO

The first full soccer game to appear on CDi. Striker Pro is based on the highly successful Ultimate Soccer on the Sega MegaDrive and Striker on the SNES and Amiga.
Price $29.98 Catalog No 310 690 143 2

TETRIS
The classic Russian puzzle game featuring ten levels of play and made popular by the ubiquitous Gameboy. Ten CD soundtracks and video backgrounds make this version something special.
Price $34.98 Catalog No 310 690 188 2

TEXT TILES
A word spelling strategy game for all ages. Use the given letters to spell vertically or horizontally.
Price $34.98 Catalog No 690 310 043 2

THIRD DEGREE
This original game show for CDi lets you learn more about your friends and family. What would they do in a given dating, work or home situation? Find out when they're in the hot seat.
Price $39.98 Catalog No 310 690 073 2

VIDEO SPEEDWAY
Racing game with ten tracks. The player can race karts, Formula 3000 or Formula 1. Alter your car's dynamics in the pit .
Price $49.98 Catalog No 310 690 093 2

VOYEUR
Adult political whodunnit which combines the suspense of Alfred Hitchcock's Rear Window with soap opera. Spy on the mansion of Presidential candidate Reed Hawke and his family and find out who may commit murder.
Price $49.98 Catalog No 310 690 112 2

ZELDA: WAND OF GAMELON
King Harkinian vanishes and Link disappears - Zelda must find and free them both from their evil captors. Seventy playfields and 90 amazing characters.
Price $49.98 Catalog No 310 690 158 2

MUSIC

ANDREW LLOYD WEBBER (DV)
The Premiere Collection Encore includes hits sung by Jason Donovan, Sarah Brightman, Michael Ball and David Essex.
Price $24.98 Catalog No 310 690 297 2

BRYAN ADAMS (DV)
The Waking Up the Neighbours video comes to CDi with seven smash hits in digital stereo and video.
Price $24.98 Catalog No310 690 288 2

BON JOVI (DV)
The live Keep the Faith album includes behind-the-scenes footage, plus two bonus tracks.
Price $24.98 Catalog No 310 690 294 2

CLASSICAL JUKEBOX
Study the lives of 15 classical composers and listen to their music.
Price $24.98 Catalog No 310 690 005 2

COOL OLDIES JUKEBOX
More golden oldies to sing along with. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 007 2

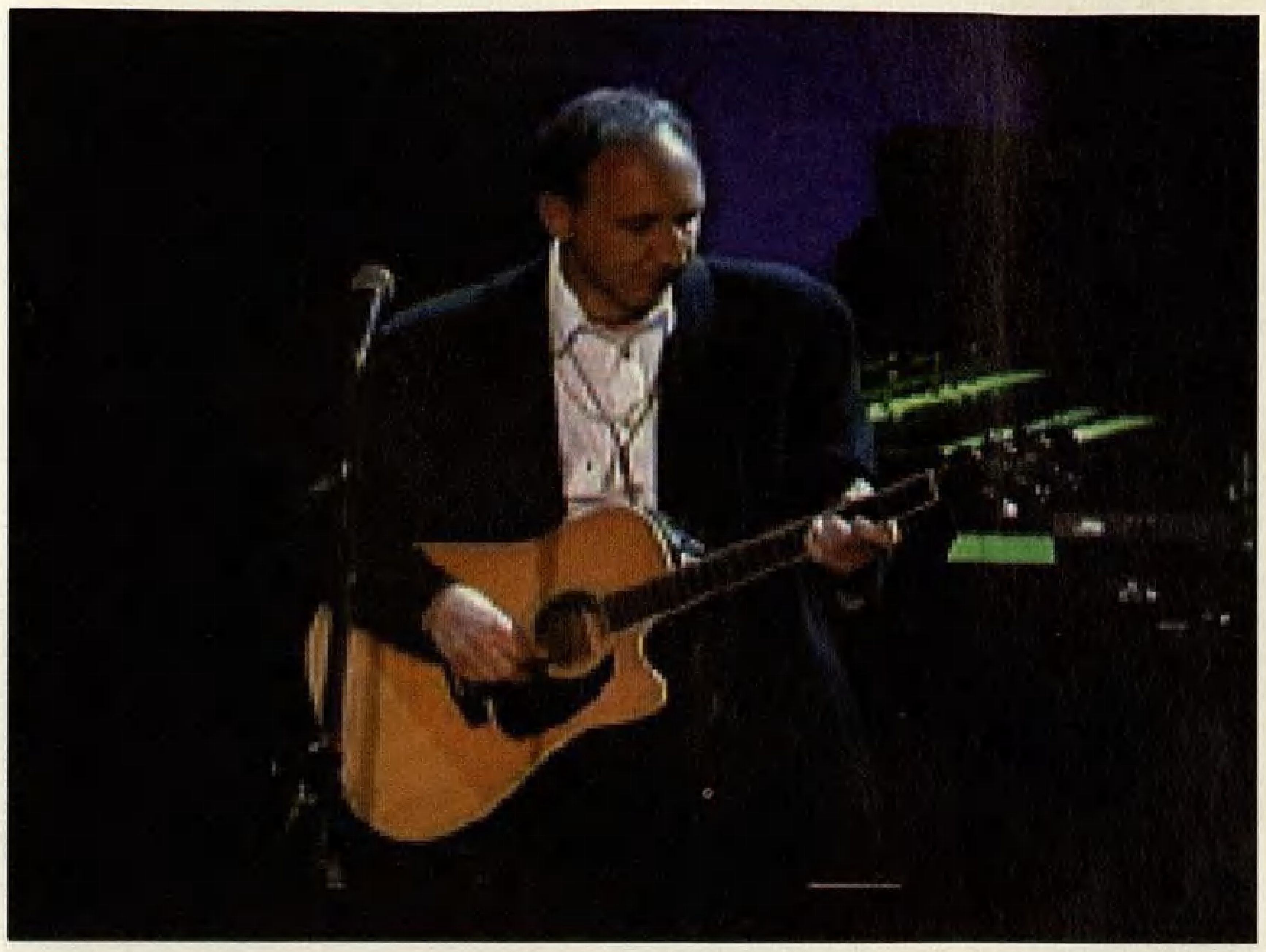
ERIC CLAPTON (DV)
The Cream of Clapton is a memorable collection in full Digital Video for fans and casual listeners alike.
Price $24.98 Catalog No 310 690 292 2

GOLDEN OLDIES JUKEBOX
Jump and jam to the tunes of the 1950s and 1960s. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 006 2

JAMES BROWN HIT MACHINE
Soul singer Brown performs 13 songs on this CDi music disc. Sing along with your favorite tunes with lyrics on screen.
Price $19.98 Catalog No 310 690 194 2

JAZZ GIANTS
From Big Band to Bossa Nova, experience an interactive jazz journey through 19 great songs.
Price $24.98 Catalog No 310 690 096 2

LOUIS ARMSTRONG
Explore the achievements and life story of Louis Armstrong as you listen to his music. Includes rare interviews with the man himself.
Price $19.98 Catalog No 310 690 031 2



MOZART: A MUSICAL BIOGRAPHY
Learn all you need to know about one of the world's greatest musicians.
Price $19.98 Catalog No 310 690 041 2

PAVAROTTI: O SOLE MIO
Listen to the world-renowned tenor sing 13 favorite songs while you explore his life story.
Price $19.98 Catalog No 310 690 040 2

PETE TOWNSHEND: LIVE (DV)
The best of the legendary guitarist/composer filmed live in New York City.
Price $24.98 Catalog No 310 690 054 2

PETER GABRIEL: ALL ABOUT US (DV)
Peter Gabriel's award-winning video brought to CDi.
Price $24.98 Catalog No 310 690 148 2

PRELUDE
Study the art and music of the Post-Impressionist era.
Price $19.98 Catalog No 310 690 107 2

THE GERSHWIN COLLECTION
Highlights in digital video and sound.
Price $24.98 Catalog No 310 690 116 2

THE THREE TENORS (DV)
Pavarotti, Carreras and Domingo in concert for opera lovers.
Price $24.98 Catalog No 310 690 164 2

TODD RUNDGREN: NO WORLD ORDER
One of the first truly interactive music discs which allows you to play DJ by altering the tempo, mood and style of the original tracks on the album.
Price $24.98 Catalog No 310 690 267 2

UPTOWN/DOWNHOME BLUES
Witness the story of the Downhome Blues through song, pictures and live video demos. In the second disc, explore the electrifying changes in American music as the blues migrated from country to city.
Price $49.98 Catalog No 310 690 168 2

YOU SING CHRISTMAS FAVORITES
Sing along to your favorite Christmas songs.
Price $14.98 catalog No 310 690 205 2

INFO & REFERENCE

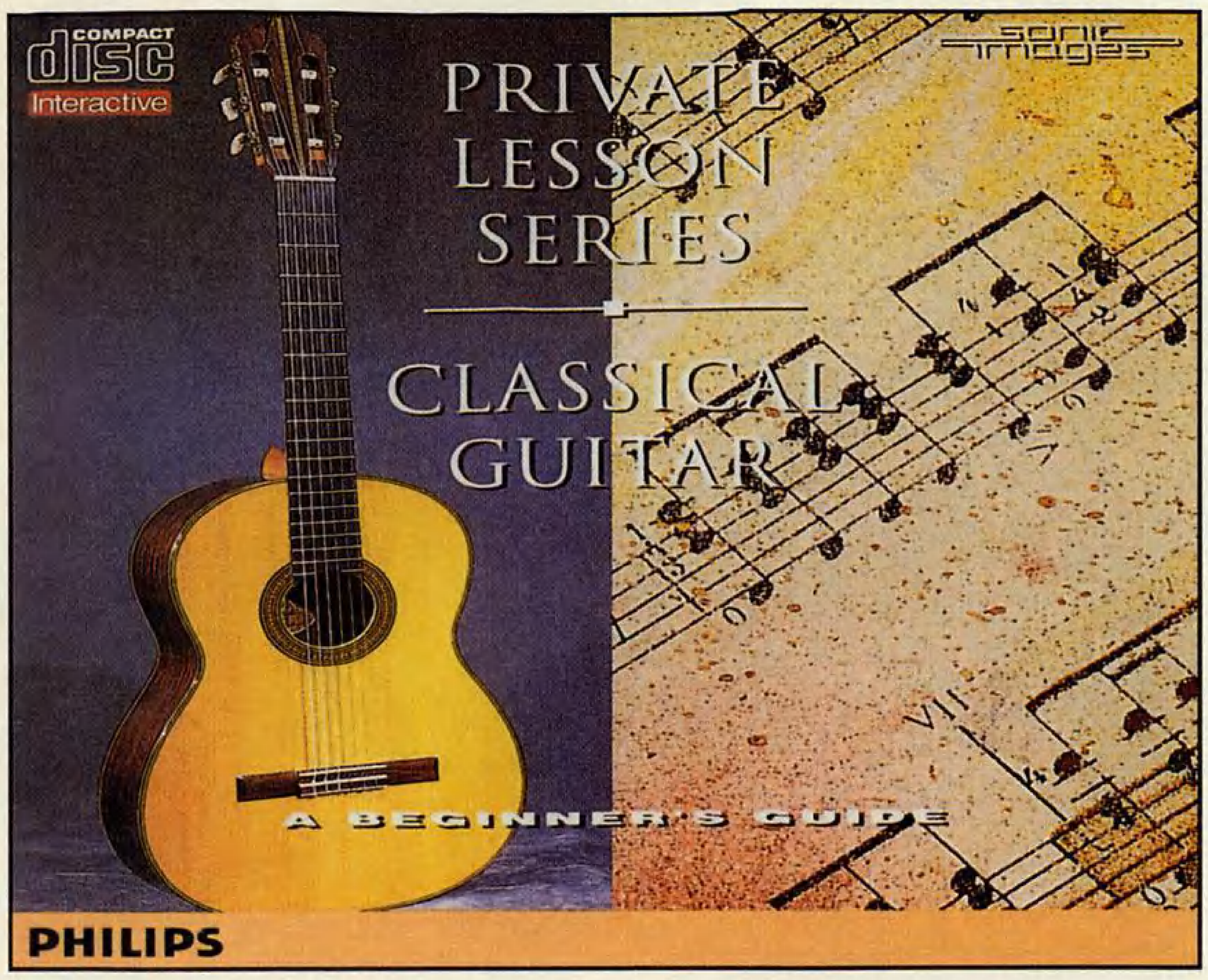
AMPARO MUSEUM
Explore the collection of this museum in Mexico and tour four historic sites in the Valley of Puebla region.
Price $49.98 Catalog No 310 690 183 2

A NATIONAL PARKS TOUR
Images from three national parks — Grand Canyon, Yellowstone and Yosemite — can be enjoyed with Photo CD zoom capability, narration and the music of Debussy.
Price $24.98 Catalog No 310 690 225 2

A REVOLUTION IN COLOR
The vitality of Russian artists in the revolutionary period (1883 - 1920) is stunning. Features six galleries of paintings and the music of contemporary Russian composers.
Price $19.98 Catalog No 310 690 153 2

ART OF THE CZARS
Weaves the history of the Czars and the art they collected. Visit six galleries in the Hermitage.
Price $39.92 Catalog No 310 690 105 2

BEST OF DRAW 50
Based on the popular series of drawing books by former Disney artists Lee Ames.
Draw on paper with timed



stroke-by-stroke demonstrations and other helpful CDi features.
Price $34.98 Catalog No 310 690 089 2

COMPTON'S INTERACTIVE ENCYCLOPEDIA
The entire 26 volumes on one disc. Video clips from famous events in history, 5,200 long articles, 32,000 short ones.
Price $149.98 Catalog No 310 690 173 2

DUTCH MASTERS
Study 300 paintings from the art of 17th Century Holland.
Price $39.98 Catalog No 310 690 123 2

THE FLOWERS OF ROBERT MAPPLETHORPE
Browse through 60 floral images with Photo CD zoom capability. Each photograph is matched with a chamber music selection.
Price $29.98 Catalog No 310 690 223 2

FOOD OF FRANCE
French cuisine presented by Anne Willan, founder of the world famous Ecole de Cuisine la Varenne. Recipes and demonstrations.
Price $34.98 Catalog No 310 690 108 2

THE FRENCH IMPRESSIONISTS
This fascinating interactive tour through 19th Century Paris lets you meet the Impressionist artists and their friends, lovers and critics.
Price $39.98 Catalog No 310 690 046 2

GARDENING BY CHOICE: FLOWERS & FOLIAGE
Shows you how to grow successfully more than 500 popular plants, including video demonstrations.
Price $49.98 Catalog No 310 690 072 2

GIFTS TO BEHOLD
American folk art from the 18th-19th centuries is presented with the accompaniment of Aaron Copland's "Appalachian Spring".
Price $19.98 Catalog No 310 690 121 2

GOLF MY WAY (DV)
Jack Nicklaus shows how to improve your skills and your game in this five disc set.
Price $99.98 Catalog No 310 690 048 2

HARVEST OF THE SUN (VINCENT VAN GOGH)
Explore the art and life of one of the greatest painters of all time, Vincent Van Gogh.
Price $39.98 Catalog No 310 690 028 2

HOW TO PHOTOGRAPH NATURE
Takes you behind the scenes with professional photographers who offer tips, techniques and anecdotes while you examine 120 images, with Photo CD zoom capability.
Price $24.98 Catalog No 310 690 224 2

THE JOY OF SEX (DV)
The famous sex guide by Dr Alex Comfort goes interactive in this Digital Video title. 30 minutes of full motion video, plus questionnaires and the Joy of Sex game. Plus free pocket guide with every disc.
Price $49.98 Catalog No 310 690 241 2

NFL'S 100 GREATEST TOUCHDOWNS
Only the most thrilling, bizarre and spectacular touchdowns in American football have been included on this disc.
Price $24.98 Catalog No 310 690 053 2

PLAYBOY'S COMPLETE MASSAGE (DV)
Learn an exotic assortment of massage techniques that you can practice with your partner. Full DV demonstrations of each technique.
Price $39.98 Catalog No 310 690 298 2

PRIVATE LESSONS: CLASSICAL GUITAR
Learn to play classical guitar on CDi. Customize your lessons to match your skill level, or visit the guitar museum and see some of the masters' guitars.
Price $69.98 Catalog No 310 690 109 2

PRIVATE LESSONS: ROCK GUITAR
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Brings to life the art, architecture and history of this period in over 500 quality images.
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An interactive tour through the masterpieces and music of the Italian High Renaissance.
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Choose 25 pre-made rhythm patterns from six kits or create your own. Change the tempo or meter and save your favorites.
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Presented by the Smithsonian Institution. Learn about coin collecting and develop an eye for details in coins.
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Learn about basic sailing skills, navigation and piloting.
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Shark Alert shatters the myths and unleashes the fascinating truths about these magnificent creatures.
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An electronic reference manual with hundreds of stamps and over four hours of narration.
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Vic Braden, Arthur Ashe and Stan Smith help improve your game in this three-disc set.
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Obtain your daily horoscope and personalized solar chart on CDi. Just program in your details and the playerr will do the rest.
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TIME-LIFE PHOTOGRAPHY
Turn your TV screen into a simulated camera for a course in 35mm photography. 25 step-by-step workshops to help you make the most of your camera.
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TITANIC
The entire story of the Titanic, from its conception in the shipbuilder's office to its discovery on the ocean floor.
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TREASURES OF THE SMITHSONIAN
Based on the collection's world famous Washington Museum. This disc also allows you to visit a dozen other museums from Air and Space to the National Zoo.
Price $49.98 Catalog No 310 690 010 2

WORLD OF IMPRESSIONISM
Using an interactive map of 19th century Paris, explore the art and music of the era.
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FILMS (DV)

THE ADDAMS FAMILY

Anjelica Huston stars as Morticia, the mother in charge of the ultimate dysfunctional family. Is Uncle Fester really who he claims to be? All will be revealed.

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ADDAMS FAMILY VALUES

Anjelica Huston plays Morticia, Christina Ricci the child Wednesday and Joan Cusack the nanny in this beautifully observed parody of family life.

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APOCALYPSE NOW

Francis Ford Coppola's stunning vision of a man's heart of darkness revealed through the madness of the Vietnam war. Lt. Willard (Martin Sheen) receives orders to seek out a renegade military outpost led by the mysterious Colonel Kurtz (Marlon Brando). One of the most powerful films of all time, nominated for eight Academy Awards and won two for the best Sound and Best Cinematography, 1979.

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BEVERLY HILLS COP I

Detective Axel Foley (Eddie Murphy) is a brash, street-smart Detroit detective who follows the trail of a friend's murderer to the posh surroundings of Beverly Hills. And before Axel gets his man, he gets up to his neck in an international network of smugglers and drug peddlers.

Price $24.98 Catalog No 310 690 313 2

BLACK RAIN

Michael Douglas and Andy Garcia play New York cops whose job — to escort a vicious assassin back to his native Japan — leads the two Americans into Osaka's exotic underworld and straight into the center of a brutal Yakuza gang-land battle.

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THE BLACK STALLION

Alec Ramsey is traveling home with his father on a ship in the Mediterranean. Alec notices a magnificent black stallion on board, being calmed by his handlers. During a violent storm Alec, fighting for his life, manages to cut the staliion free. The horse saves Alec's life by dragging him to the shore.

They are the sole survivors stranded on a strange island. This is a moving story of Alec and the horse giving support to each other until they are rescued, but their triumphal return home is only the beginning of a new and greater challenge.

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BULL DURHAM

Two of America's favorite pastimes — baseball and sex — team up in this winning comedy. Set in the bedrooms and ballfields of a minor league town, this love triangle includes Kevin Costner, Tim Robbins and Susan Sarandon.

Catch the fever in this major league hit that covers all the bases.

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CONEHEADS

One look and you know they're from a strange place. They're from New Jersey, by way of "France", by way of far-off, far-out Remulak. They're Coneheads. And their comedy antics are above the crowd. Dan Aykroyd and Jane Curtin star as mega-domed Beldar and Prymaat.

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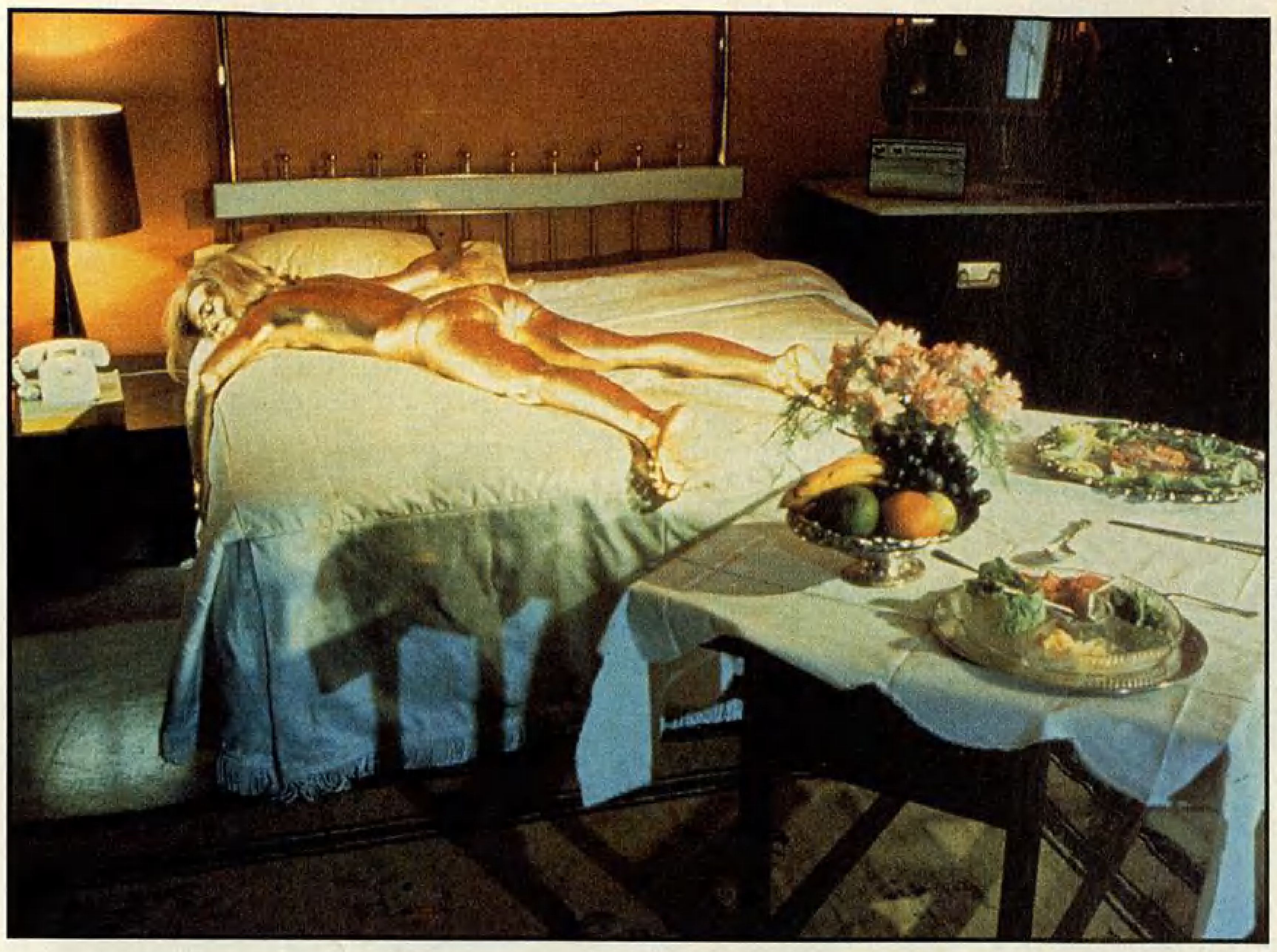

DANCES WITH WOLVES

Directed , co-produced by and starring Kevin Costner, this epic is set in the 1860s American frontier. Lured by a desire to witness this last frontier before it vanishes, Union soldier Lt. John Dunbar (Costner) becomes trapped between two worlds as he is slowly drawn into the fold of a Sioux tribe living in the Dakota territory. The movie's honest, sympathetic portrayal of Native Americans is unlike any seen before on film and shows the impact of history on an entire people through both sides of the conflict. Winner of seven Academy Awards, including best Picture.

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DR NO

Sean Connery is James Bond 007: the suave, charming and fearless agent sent to Jamaica to investigate the double murder of a British agent and his secretary. Bond is soon on the tail of Dr No, a fanatical scientist plotting to take over the world.

Price $24.98 Catalog No 310 690 404 2

THE FIRM

Tom Cruise as the lawyer who has it all - a fabulous career, mega salary, beautiful wife and lavish home. But then it all starts to go horribly wrong when he finds out more than he should.

Price $24.98 Catalog No 310 690 308 2

A FISH CALLED WANDA

Starring John Cleese and Jamie Lee Curtis. An American girl, Wanda, comes to London to steal some diamonds with Otto. Things go seriously wrong when English barrister (Cleese) and Wanda meet, and Otto starts to get jealous.

Price $24.98 Catalog No 310 690 405 2

FROM RUSSIA WITH LOVE

Gorgeous Soviet embassy cipher clerk (Daniela Bianchi) ensnares incorruptible British Secret Service agent 007 in a scheme to steal the Russians' decoding machine. Bond must discover if this beautiful woman works for or against him.

Price $24.98 Catalog No 310 690 403 2

GOLDFINGER

007 takes on the man with the Midas touch, billionaire Auric Goldfinger, in this explosive and witty James Bond thriller. The monomaniacal Goldfinger plans to throw the Western world economy into a tailspin by contaminating all the gold in Fort Knox with nuclear radiation. Only Bond can stop him.

Price $24.98 Catalog No 310 690 407 2

THE HUNT FOR RED OCTOBER

A new, technologically superior Soviet nuclear submarine, The Red October, is heading for the US under the command of Captain Marko Ramius (Sean Connery).

The US government thinks Ramius is planning to attack. A lone CIA analyst (Alec Baldwin) thinks Ramius is planning to defect, but he has only a few hours to find him and prove it.

Price $24.98 Catalog No: 310 690 302 2

INDECENT PROPOSAL

Demi Moore and Woody Harrelson play the happy couple who suddenly find their marriage under pressure when, just as they are in danger and in need of extra money, the wealthy and handsome Robert Redford makes the ultimate offer.

Price $24.98 Catalog No310 690 316 2

IRVING BERLIN'S WHITE CHRISTMAS

A treasury of composer Berlin's classics, among them "Count Your Blessings Instead of Sheep", "Blue Skies", and naturally "White Christmas". Bing Crosby, Danny Kaye, Rosemary Klooney and Vera Ellen star as song-and-dance acts engaged to perform at a Vermont country inn over the holiday season.

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MOONSTRUCK

In this charming story, a mischievous moon enlightens and invigorates many lives. But it casts its greatest glow on Loretta (Cher) and Ronny (Nicolas Cage) as it draws them together. Blending the lyrical language of Italian New Yorkers with the dramatic crescendos of classic opera, director Norman Jewison conducts the sounds of life into a poignant and humorous song of love. Winner of three Academy Awards.

Price $24.98 Catalog No 310 690 401 2

NAKED GUN

Leslie Nielsen, king of the spoof, moves from the small screen of TV's Police Squad and lands a starring role in Naked Gun as the incompetent cop Frank Debin who is out to foil an assassination attempt on the Queen during a visit to LA.

Price $24.98 Catalog No310 690 323 2

NAKED GUN 2 1/2

Lt. Frank Drebin (Leslie Nielsen) loves a mystery.
Drebin tackles the big issues - and the biggest of all is how to stop devious Quentin Hapsburg's (Robert Goulet) plan to destroy the environment. Returning with Nielsen in this hilarious Naked Gun sequel are Priscilla Presley, George Kennedy and O J Simpson.

Price $24.98 Catalog No 310 690 312 2

NAKED GUN 33 1/3

Oscar night. Who will win? Who will lose? And will someone please kick that numbskull off stage? Wait! It's Lt. Frank Drebin, crashing the ceremonies to stop a terrorist plot that could mean curtains for him — or will a simple window shade be enough? Back are the Naked Gun filmmakers you love and the stars you adore for another hilarious sequel.

Price $24.98 Catalog No 310 690 336 2

PATRIOT GAMES

His days as an intelligence agent behind him, former CIA analyst Jack Ryan (Harrison Ford) has traveled to London with his wife (Anne Archer) and child.
Meeting his family outside Buckingham Palace, Ryan is caught in the middle of a terrorist attack on a member of the Royal family. Soon Ryan must return to action for the most vital assignment of his life: to save his family. Co-starring James Earl Jones.

Price: $24.98 Catalog No 310 690 314 2

PLANES, TRAINS AND AUTOMOBILES

On his way home to spend Thanksgiving with his family, Neal Page (Steve Martin) finds himself sitting beside an uncouth loudmouth called Del Griffith (John Candy) on a flight from New York to Chicago. A snowstorm causes the flight to be diverted, and one disaster leads to another.

Price $24.98 Catalog No 310 690 317 2

POSSE

Heroes, villains, gunslingers, outlaws and rebels in this classic western story about a posse that blazes across the West with vengeance and justice on their minds.

Price $24.98 Catalog No 310 690 254 2

RAGING BULL

For what is still considered the performance of his career, Robert De Niro won the 1980 Best Actor Oscar for his searing portrayal of real-life boxer Jake La Motta in a film that routinely lists among critics' top ten picks of the decade. Martin Scorsese's flawless direction and Michael Chapman's gritty cinematography vividly capture the blood and brutality of the fight world... and the dark landscape of the human soul.

Price $24.98 Catalog No 310 690 402 2

RAIN MAN

Tom Cruise plays Charlie Babbitt, a young man who discovers at his father's funeral that he has an autistic brother, Raymond (Dustin Hoffman). What begins as an unsentimental journey across America in order to contest their father's will evolves into a mystical odyssey of love and self-revelation as Raymond forces Charlie to grow beyond the limits of his handicapped heart. Winner of four Academy Awards in 1988: Best Picture, Best Director, Best Actor and Best Original Screenplay.

Price $24.98 Catalog No 310 690 408 2

ROBOCOP

Part man, part machine, all cop. RoboCop is programmed to 1) serve the public trust, 2) uphold the law, 3) protect the innocent. He stops every sleazeball he encounters with deadly, piercing and sometimes gruesome accuracy. But there are forces on the street — and within a crooked private security agency, Security Concepts Inc. — that will stop at nothing to see this major cyborg violently eliminated. Prepare youself for non-stop action in this explosive sci-fi adventure.

Price $24.98 Catalog No 310 690 506 2

THE SECRET OF NIMH

This animation classic from Don Bluth Productions is the story of timid Mrs Brisby (Elizabeth Hartman), a widowed field mouse who must summon the courage to defy man, beast and nature. With the help of love-sick Jeremy the crow (Dom DeLuise) and the mysterious rats of Nimh, she finds the strength to overcome the obstacles that threaten her family.

Price $24.9 Catalog No 310 690 406 2

SILENCE OF THE LAMBS

FBI agent Clarice Starling (Jodie Foster) is sent to interview imprisoned killer Dr Hannibal "The Cannibal" Lecter (Sir Anthony Hopkins). She hopes he might reveal information about

another crazed killer who is abducting young women, starving them, and then killing them. The terror builds as the killer grabs another victim and the countdown to death begins. Finding the madman means Starling must get inside Lecter's mind. To stop the killer, she must enter a terrifying race against death.
Price $24.98 Catalog No 310 690 509 2

SLIVER
Starring Sharon Stone and Alec Baldwin, Carly (Stone) moves to a high rise apartment which was previously inhabited by a woman who looked like her, and committed suicide for no obviously apparent reason. Shortly after moving in her next door neighbor is murdered and she begins to suspect that her own life is in peril.
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STAR TREK II: WRATH OF KHAN
A Trekkie adventure story that pits Captain Kirk's Enterprise against Khan in a battle for control of a new lifeforce.
Price $24.98 Catalog No 310 690 310 2

STAR TREK III
Admiral Kirk's defeat of Khan and the creation of Genesis planet are empty victories. Spock is dead and McCoy is inexplicably being driven insane. A surprise visit from Spock's father provides a revelation: McCoy is harboring Spock's living essence. With one friend alive and one not, but both in pain, Kirk attempts to help his friends by stealing the USS Enterprise, and defying Starfleet's Genesis planet quarantine.
But the Klingons have also learned of Genesis and race to meet Kirk in a deadly rendezvous.
Price $24.98 Catalog No 310 690 334 2

STAR TREK IV: THE VOYAGE HOME
It's the 23rd century and a mysterious alien power is threatening earth by evaporating the oceans and destroying the atmosphere. In a frantic attempt to save mankind, Kirk and his crew must time travel back to 1986 San Francisco where they find a world of punk, pizza and buses which is as alien as anything they've encountered in the far reaches of the galaxy. This is one of the most acclaimed and intriguing Star Trek adventures ever.
Price $24.98 Catalog No 310 690 311 2

STAR TREK V
It's Stardate 8454.130 and Captain Kirk and Spock's vacation is cut short when a renegade Vulcan hijacks the Enterprise and pilots it on a journey to uncover the universe's innermost secrets. The Star Trek stars are back for one of their most astonishing voyages, with all the fun and excitement fans have come to love.
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STAR TREK VI: THE UNDISCOVERED COUNTRY
The Enterprise leads a battle for peace in the most spectacular Star Trek adventure ever!
At the peace summit, a Klingon ship is attacked and the Enterprise is held accountable. The dogs of war are unleashed again, and both worlds brace for what might be their final, deadly encounter. Starring William Shatner, Leonard Nimoy and DeForest Kelley.
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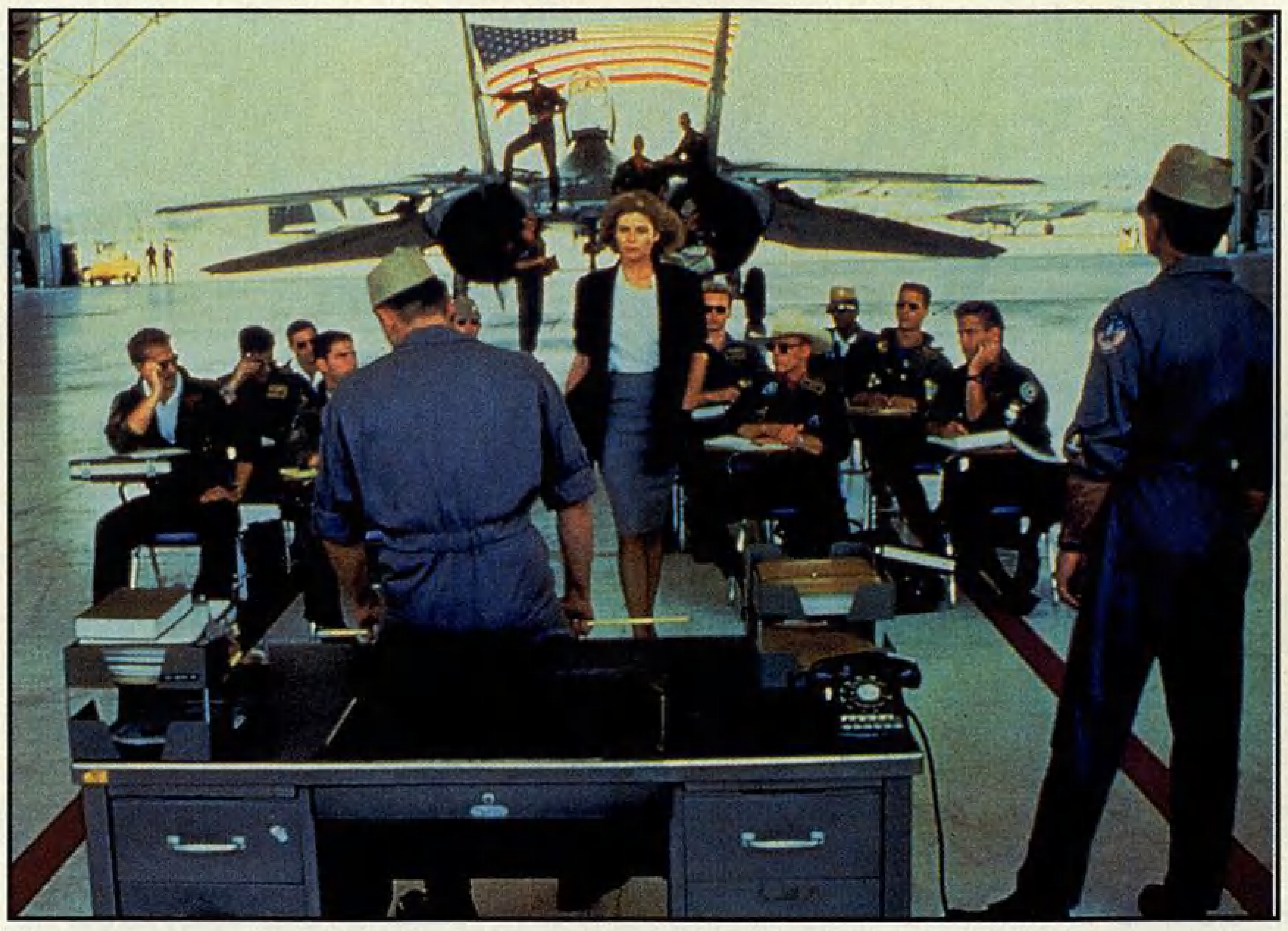
THELMA & LOUISE
When unhappy housewife Thelma (Geena Davis) and her wisecracking waitress friend Louise (Susan Sarandon) decide to take a break from their lives, they embark on a trip that leads to a tragic incident at a roadside honky tonk. In an instant, their weekend "getaway" becomes just that as the two friends speed across the American southwest with the police an ever-present step behind.
Price $24.98 Catalog No 310 690 414 2

TOP GUN
Top Gun takes a look at the danger and excitement that awaits every pilot at the Navy's prestigious fighter weapons' school. Tom Cruise is superb as Maverick Mitchell.
Kelly McGillis sizzles as the civilian instructor who teaches Maverick a few things you can't learn in the classroom.
Price $24.98 Catalog No 310 690 301 2



WAYNE'S WORLD
Based on characters created for America's hugely popular Saturday Night Live, the film is about a (very) small (very) local TV channel run from a basement by two metalhead no-hopers Wayne and Garth.
Everything is going just fine until one day along comes a network TV producer with offers of fame and lots of money. Romantic interest is provided by Tia Carrere.
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WAYNE'S WORLD 2
More fun and frolicks from the deebish duo, Wayne and Garth.
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X-MEN
When a pretty young Mutant named Jubilee is attacked by a huge search-and-destroy robots known as Sentinels, Rogue, Storm and Gambit unleash all their X-MEN super powers to rescue her. With Professor Xavier's help, they discover the Sentinel assault is part of a sinister program designed to exterminate all Mutants. Can the X-MEN be defeated?
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YOU ONLY LIVE TWICE
Agent 007 is back in the fifth film in the James Bond series.
An American space mission is interrupted when one of their capsules is literally swallowed up by what they suspect is a Russian spaceship.
The Americans threaten to retaliate but the British think otherwise. Everything depends on Bond as he goes undercover in Japan. With help from his Ninja colleagues, world peace is once again restored and SPECTRE's plans are thwarted.
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DV=requires a Digital Video cartridge

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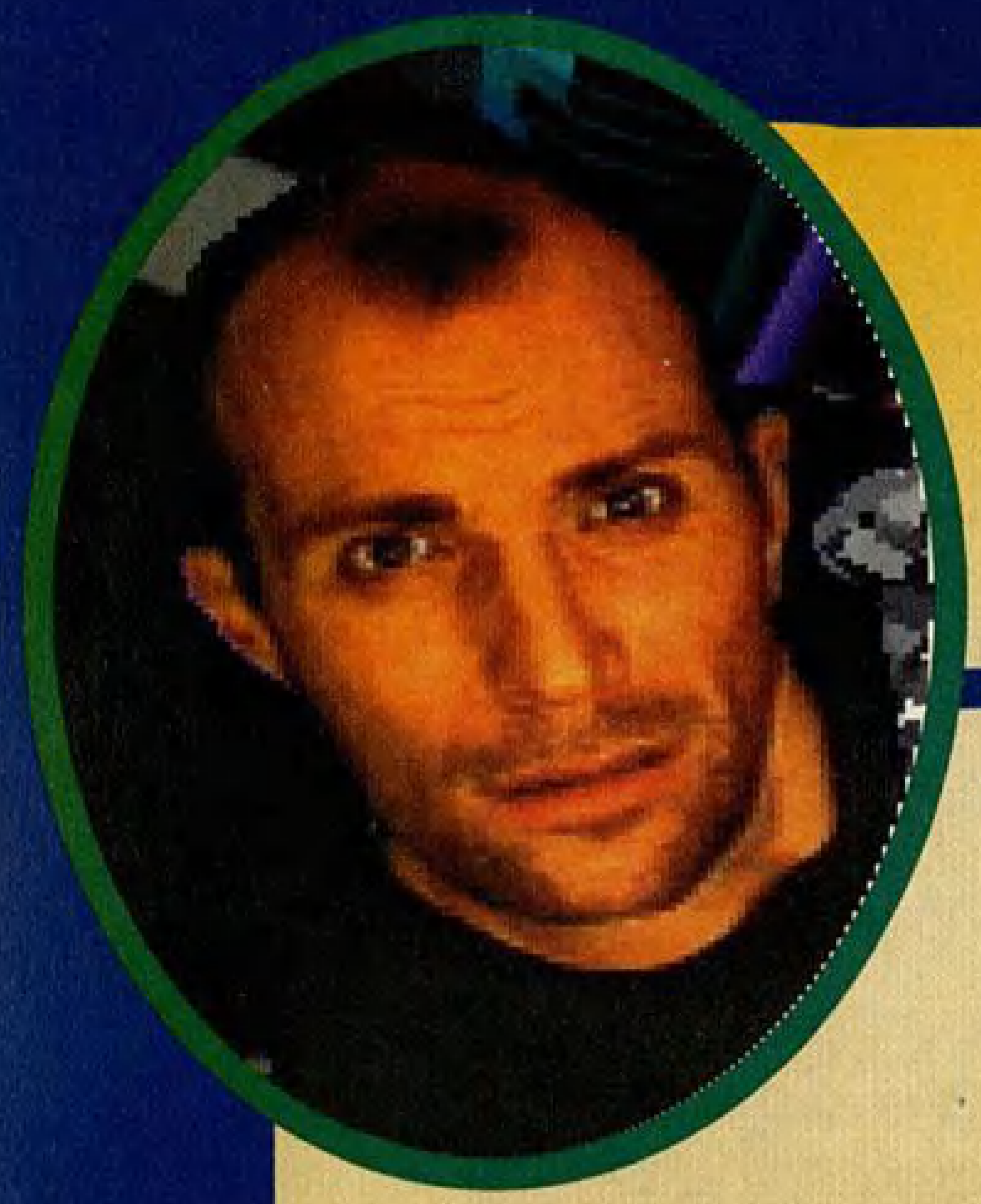
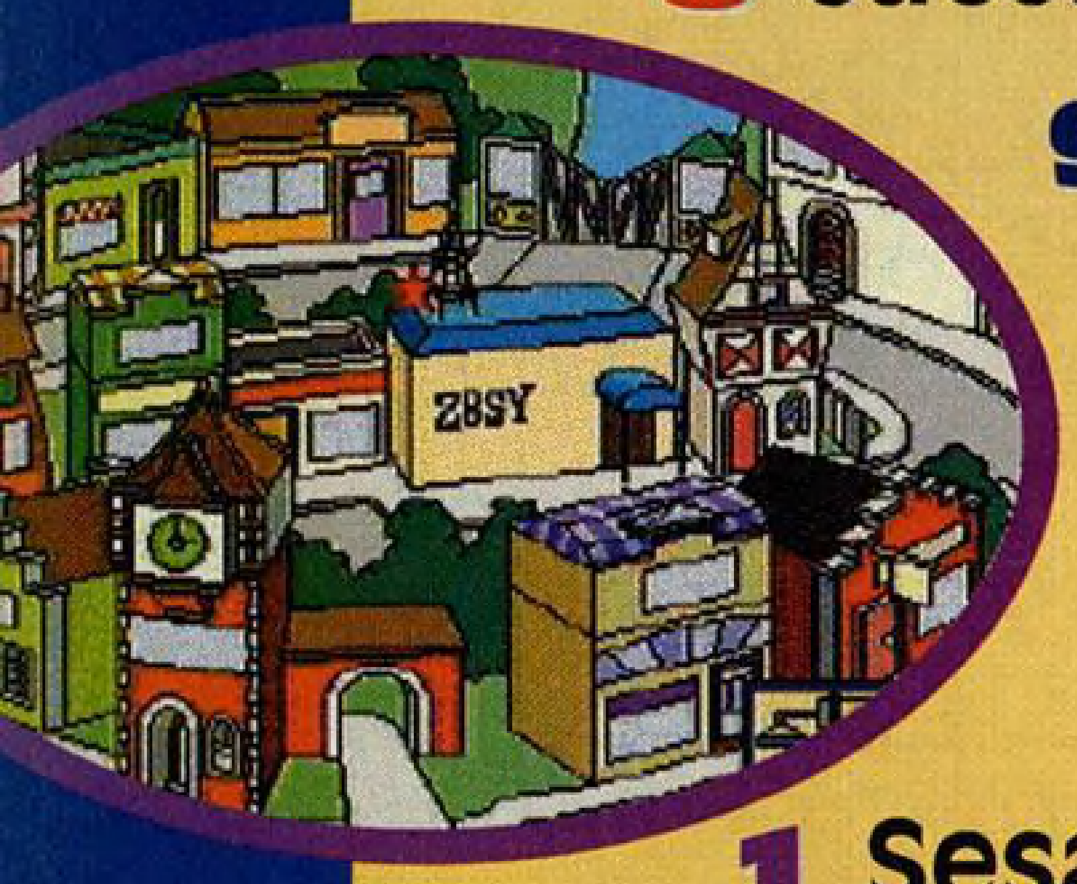


BESTSELLER LIST

USA Top Tens

Games

1 Voyeur
2 Kether
3 ABC Sports Palm Springs Golf
4 Burn:Cycle
5 7th Guest
6 Mutant Rampage: Body Slam
7 Litil Divil
8 Caesars World of Boxing
9 Wacky Golf
10 Tetris

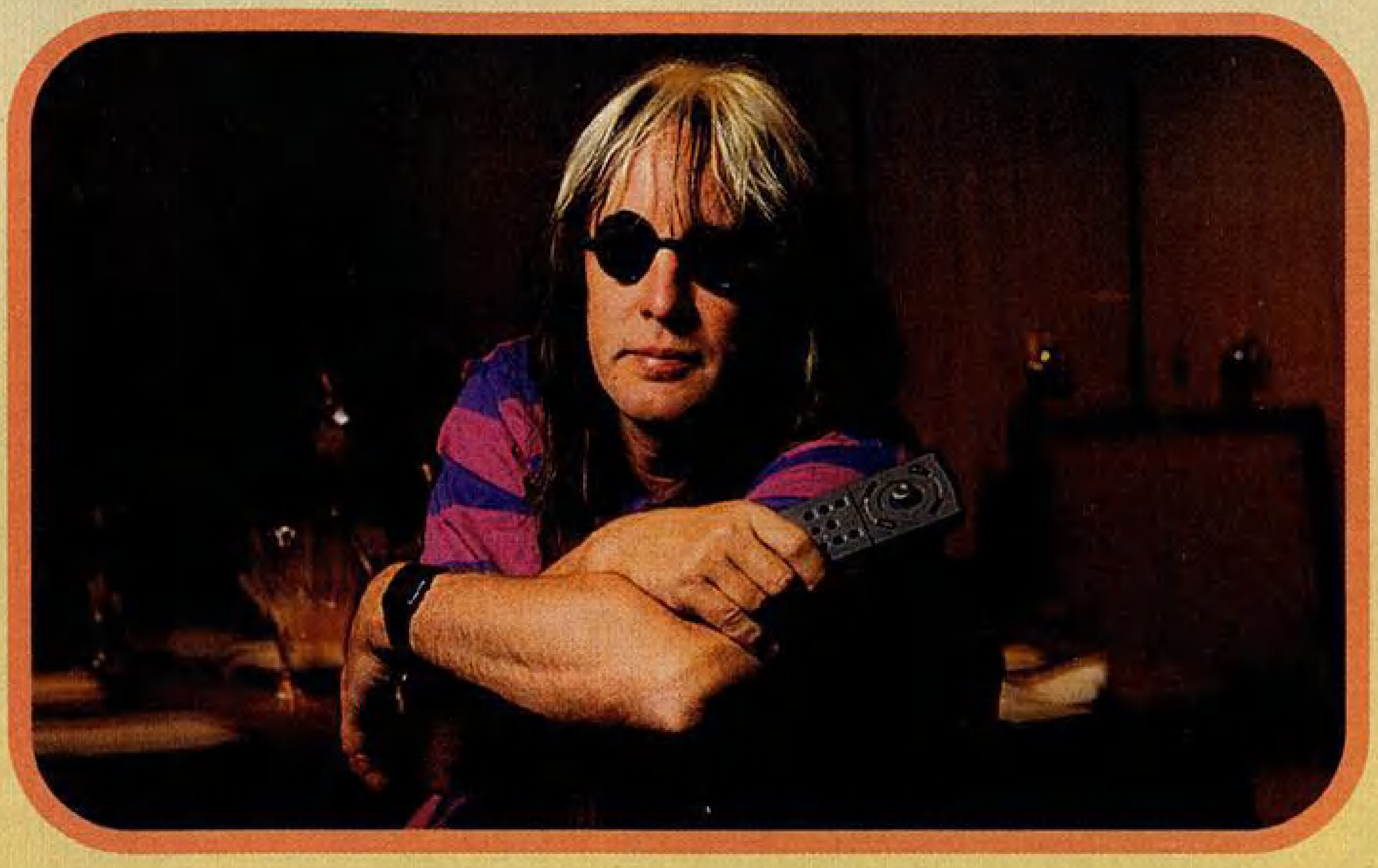


Kids

1 Sesame Street Letters
2 Sesame Street Numbers
3 Hanna Barbera's Cartoon Carnival
4 Berenstain Bears On Their Own
5 Stickybear Reading
6 Richard Scarry's Best Neighborhood
7 Crayon Factory
8 Richard Scarry's Busiest Neighborhood
9 Little Monster At School
10 Stickybear Math

Home Entertainment

1 Compton's Encyclopedia
2 Treasures Of The Smithsonian
3 Caesars Gambling



4 Time-Life Astrology
5 Battleship
6 Golden Oldies Jukebox
7 Time-Life Photography
8 Golf My Way
9 Rand McNally USA Atlas
10 Todd Rundgren: No World Order

VIDEO CD

1 The Firm
2 The Hunt For Red October
3 Star Trek VI: Undiscovered Country
4 Addams Family Values
5 Goldfinger

6 Dr No
7 A Fish Called Wanda
8 Wayne's World 2
9 Pete Townshend: Live
10 Star Trek II: The Wrath Of Khan

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